

The cover art depicts a dramatic scene inside a grand, dimly lit hall. In the center, a woman with long, flowing blonde hair and a crown-like headpiece is being held or supported by several men in ornate, fur-lined robes. One man in the foreground is looking up at her with a desperate expression. To the left, a man in a dark, patterned tunic and a feathered hat is gesturing towards the central group. In the background, a man in a red and white tunic with a feathered helmet looks on. The lighting is a mix of warm yellow from a window on the right and cool blue from the shadows, creating a sense of tension and mystery. The overall style is classic fantasy illustration.

WARHAMMER
FANTASY
ROLE-PLAY I

POWER
BEHIND THE THRONE

PART 3 OF THE ENEMY WITHIN CAMPAIGN



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FOREWORD



In any discussion about the best **WFRP** adventure, **Power Behind the Throne** is always near the top of the list. Its atmosphere and complex plot have earned it a place in many hearts. Its many moving parts make it a challenge for you (the GM), but almost everyone agrees that it is worth the effort.

Power Behind the Throne was Carl Sargent's first **Enemy Within** adventure, and his first major work for Games Workshop. In the 1980s Carl was a researcher at Cambridge University: he got to know Jim Bambra, Phil Gallagher, and the others at TSR UK, which was also based in Cambridge, and began writing for RPGs as a freelancer.

Power Behind the Throne grew quickly, and early in its development we decided to turn Carl's background information on Middenheim into a separate city book. Similar city books had recently appeared in the industry and had done well, so we felt that **WFRP** should have a city supplement of its own.

Originally called *City of the White Wolf*, this book was renamed *Warhammer City* for publication. At that time, the term 'White Wolf' was associated with Michael Moorcock's fantasy antihero Elric of Melniboné and Chaosium's licensed *Stormbringer* RPG; this was well before White Wolf Publishing was founded.

Meanwhile, **Power Behind the Throne** needed a top-class developer. Derrick Norton was brought in to wrangle the mass of complex intrigue that Carl had created. He organised all the information and created the GM's aids that help track NPCs.

Although **Power Behind the Throne** deserves its reputation as an outstanding **WFRP** adventure, several problems have become apparent over the last 30 years. Most importantly, the Player Characters are not sufficiently powerful for this adventure by the end of **Death on the Reik**. Two adventures have been published to fill this gap: Games Workshop's 'Grapes of Wrath' and Hogshead Publishing's notorious, barge-sinking 'Carrion Up the Reik.' Another option is presented within these pages.

Players have also noted that the Purple Hand plotline abruptly ends in **Power Behind the Throne**, and that the trail of Gotthard von Wittgenstein from **Death on the Reik** ends up leading nowhere. Again, the Director's Cut deals with these problems.

In the original first edition campaign, **Power Behind the Throne** was followed by *Something Rotten in Kislev*. This adventure was not planned as part of the campaign, but was adapted for it. The Director's Cut will reinstate the adventure that was intended to come next: **The Horned Rat**. This book sets the stage for that adventure, along with some background on the so-called 'Skaven conspiracy' within the Empire.

— Graeme Davis, 2020

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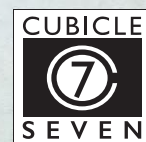
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INTRODUCTION



Welcome to **Power Behind the Throne**, the third volume in the Director's Cut edition of the **Enemy Within** campaign. While it can be played on its own, it has been designed to be played after completing **Death on the Reik**, volume 2 of the campaign. This book contains everything you need to play the adventure (except for the **WFRP 4th** edition rulebook), but the GM may find it useful to have a copy of **Middenheim: City of the White Wolf** as well: that book contains additional details on the city of Middenheim, including many useful locations and NPCs.

THE STORY

Following leads from their previous adventures, the Characters travel to the great fortress-city of Middenheim. Along the way, they hear of trouble brewing in the city. On arrival they find that, behind the boisterous cheer of Middenheim's famed Carnival, sinister forces are at work. A raft of new taxes has alienated several groups that have always been crucial to the city's defence; tensions between the Imperial cult of Sigmar and the local faith of Ulric regularly boil over into violence; and at least two Chaos cults are gnawing away at the city's social and political fabric.

The city's ruler, the Elector Count Graf Boris Todbringer, does nothing, apparently in the midst of a deep depression following the death of his wife. The city's movers and shakers, from the Graf's daughter to the city's military commanders, are either blind to the danger or involved in the plot. Middenheim may fall to the enemy within — and if it does, the Empire's great bastion against threats from the Northern Chaos Wastes becomes a stronghold for the Ruinous Powers.

None of this is obvious at first glance. The Characters must piece everything together, identify the threats, and tread a political minefield in order to save the Graf, the city, and perhaps the whole of the Empire from a dangerous, cunning, and extremely well-connected foe.

OPTIONS: GROGNARD BOXES

As in the other volumes in this series, new and alternative material is presented in 'Grogard boxes'. This material offers the GM various ways to make the adventure fresh and challenging for players who have already played the original **Power Behind the Throne** — and of course, you are welcome to use these options for a first-time party as well!



THE CHAPTERS

Power Behind the Throne consists of the following chapters.

Chapter 1: The Road to Middenheim

Having reached Altdorf at the end of **Death on the Reik**, the Characters have various leads, which all point to Middenheim. They must make arrangements to travel there by road, through the perilous Drakwald.

Chapter 2: Middenheim

This chapter presents background information on the city and its rulers, many of whom are important NPCs in this adventure.

Chapter 3: Initial Inquiries

This chapter covers the various lines of inquiry that the Characters may choose to pursue upon arriving in Middenheim, and provides the GM with ways to draw them into the main plot of the adventure.

Chapter 4: The Carnival

This chapter covers Middenheim's famous Carnival, which forms the backdrop to the perilous events of the adventure, and gives some special rules for dealing with the Carnival crowds.

Chapter 5: The Powers that Be

The adventure revolves around the Characters making a favourable impression on at least some of the city's most prominent people. In this chapter the GM is given advice, resources, and ideas to help keep track of these major NPCs amidst the bustle of the Carnival, and to help deal with the Characters' efforts to meet and impress them — and, most importantly, to find out what they know.

Chapter 6: The Traitor Unmasked

As the Characters piece together what is going on, they eventually learn the whereabouts of the villain's main agent. Raiding this safe house, they rescue a hostage who proves to be the vital piece in the puzzle. Freeing the hostage frees a major NPC from the villain's control, and the plot begins to unravel.

The climax of the adventure is a race against time to prevent the traitor from escaping, and doing serious damage to the city in the process.

RUNNING THE ADVENTURE

The plot of this adventure is extremely complex, and involves a large number of important NPCs. Before running this adventure, it is recommended that the GM reads through the whole of this book very carefully, paying particular attention to the last three chapters.



POWER BEHIND THE THRONE

CHAPTER 1



THE ROAD TO MIDDENHEIM



At the end of **Death on the Reik**, the Characters had just arrived in Altdorf, having been hired to take a crate to Middenheim. There is a lot to tempt them in the vast and bustling capital, but they must hurry if they are to deliver their cargo on time and claim their payment.

PARTING WAYS

Depending on earlier events, the Characters will have at least some goodbyes to say.

THE BARGE

In 'Carriage on the Reik', the final chapter of **Death on the Reik**, the GM was given a number of options — some harsh, others less so — to make sure that the Characters no longer own a river barge, and therefore are not tempted to ignore Middenheim and spend the rest of their lives going up and down the Reik as traders. If they still have their own barge at the start of this adventure, some of these options are worth restating.

The Law of the River

On approaching Altdorf, the River Patrol stops the Characters' boat for a routine check. The Patrol identifies it as belonging to someone else: the next-of-kin of the boat's previous owners (whom the Characters found dead aboard the drifting vessel after a mutant attack — see 'A Boat in Need', **Death on the Reik**, page 11) have reported the barge as lost. Since it is registered in Altdorf, the River Patrol there has been keeping an eye out for it.

A cruel GM might face the Characters with accusations of murder and piracy, requiring them to prove that they found the boat drifting and came into possession of it through legal salvage: Josef Quartjin and Renate Hausier testify to their innocence, if they can be found, or a Character or NPC litigant might need to prove their innocence before a magistrate, which requires extended Tests against Lore (Law), Entertain (Speeches), and/or any other Skill that the GM deems relevant.

A kinder, and quicker, option is to assume that the River Patrol accepts the Characters' story grants, according to the custom of the river, that any cargo and profits from their operating the boat is theirs by right of salvage; and insists only that the vessel be handed over to the lawful heirs of its deceased owner.

A Friend in Need

The Characters' old friend and mentor, Josef Quartjin, is often to be found in Altdorf. So they are not surprised to encounter him in a dockside tavern. This time, though, he is down on his luck: his beloved barge, the *Berebeli*, was destroyed in a recent mishap — by mutants or river pirates, or in a collision with another vessel 'crewed by idiots,' as Josef says.

Unless he can find another boat, Josef must either sign on as crew with another owner — an almost unbearable humiliation for a boatman of his vast experience — or sit on the docks and watch his little remaining cash run out. On hearing that the Characters are thinking of going to Middenheim, Josef leaps at the chance to take over their barge for them, promising to keep it well maintained and split any profits with them when they return.



The Unexpected

If the Characters saved their barge from a fiery end in ‘Carrion up the Reik’ they may not be expecting the arsonist to strike again — but perhaps they are mistaken. Their client Matthias Blucher (**Death on the Reik**, page 126) has the vessel burned in Altdorf, as soon as their backs are turned.

If they were still carrying a cargo bound for Marienburg, it is gone, with no clause in their contract saying that the Blucher family will pay for repairs. However, Blucher agents in the capital offer them the lower-paying commission of taking a large crate to Captain Scharlach in Middenheim (see ‘Misfortune Managed’, **Death on the Reik**, page 133) if they have not already signed up for the job.

In the Market

Alternatively, the Characters might decide to sell the barge — which is, in theory at least, worth 225 GC (**WFRP**, page 306). Of course, selling a barge is not as simple as taking a bag of money and walking away from the wharf: there is paperwork to be completed in order to transfer ownership and update official registers, and there is the question of the vessel’s age and condition, the number of other vessels on the market locally, and the number of people looking to buy.

Unless the Characters intend to stay in Altdorf for at least a week — and miss the delivery date for their Middenheim package — they would be well advised to place the matter in the hands of an intermediary. Altdorf and other large river ports are home to a specialised class of merchants who will handle all the details of buying or selling a vessel in exchange for 10% of the purchase price. It should be noted that another 5% is swallowed up by documentation fees, wharfage, taxes, and other expenses.

Just Keep the Blasted Thing!

Some players might make a game of holding on to the barge despite everything you try in order to deprive them of it, and are very unlikely to let it go just because the Characters have been hired to go to Middenheim. Unless they do something outlandish, like fitting the boat with wheels and sailing it up the highway, they have to leave it in Altdorf and make some provision for its care and safety until they return to reclaim it.

If this is the only way to get the Characters on the road to Middenheim, then by all means indulge them. While there are storage and maintenance fees to consider, try to keep these low so that the Characters are not unduly rushed into returning from Middenheim before they have a chance to engage with the plot of **Power Behind the Throne**. A few silver per week is more than sufficient. If you happen to own the **Death on the Reik Companion**, remind your players that some time in an Altdorf dry dock might be an excellent opportunity to apply some upgrades to their beloved barge. If you intend to continue into **The Horned Rat**, then in all likelihood it will be some time before the opportunity again arises for them to return to the vessel.

And if you really must, they can always return to find the entire dry dock ablaze. Thankfully, Altdorf is never short of an arsonist or two, should the need arise!



ALEX GOES TO MIDDENHEIM

If the Characters came to Altdorf aboard the *Blue Salmon*, they part ways with Alex Eisen and his crew.

Alex is enthusiastic about going to Middenheim for the Carnival. ‘*Wouldn’t miss it,*’ he says, in his usual blunt and bigoted fashion. ‘*Those northerners are a po-faced shower every other time of year, but get a few brandies into one of them at Carnival, and watch out! Ho, ho, yes — you know what I mean?*’ Unless he has taken a thorough dislike to the Characters, he suggests that they travel together: ‘*There’s safety in numbers, you know — and quite apart from the Beastmen in the forest, it’s useful to have a reliable man watching your back in an inn at night — not to mention that Middenheim itself is crawling with the sort who’d slit your throat for the gold in your teeth... present company excepted, of course — I knew from the start that you’re one of the good ones. Anyway, those Elves — you know the ones I mean — never let your guard down, eh? Eh? Oh, yes, we understand each other, you and me.*’ Most Characters would probably prefer to avoid him, so they have to come up with some excuse.



OPTIONAL EVENTS

The Characters have a schedule to keep, and should not let themselves become distracted or bogged down by events in the capital: if necessary, you should have a convenient Blucher agent appear and chivvy them along (see 'Urgent Delivery,' below). However, a couple of small but intriguing events should do no harm, and even advance the plot a little.

THE PURPLE HANDS-OFF

This event can take place at any time while the party is in Altdorf. Perhaps the best locations are the docks and the coach depot: both are crowded places in which the Characters have other things to occupy their minds, such as handling the crate.

On a successful **Challenging (+0) Perception** Test, the Characters notice two men at the edge of the crowd, staring at them intently. They might even be the same cultists the party encountered on an earlier visit to Altdorf (**Death on the Reik**, page 149), if they are still alive. One has a purple feather in his hat, the other a leather belt pouch dyed mauve. Most Players realise that the two are agents of the Purple Hand, but if these clues go unnoticed, no matter: it makes this event all the more bewildering.

As the Characters continue with their preparations, the two men look at each other, nod, and take a few purposeful strides toward the party. Then one puts a restraining hand on the other's arm and gestures briefly toward the crate. They look at each other again, shrug, and turn around, melting into the crowd before the Characters can catch up to them.

It is obvious that something about the crate led the two cultists to change their minds about confronting the Characters. A successful **Average (+20) Perception** Test reveals that the side facing the cultists is marked with the delivery address: Captain Scharlach, the Crossed Keys, Hoffen Strasse, Middenheim.

If the Characters wish to talk to the cultists they have to pursue and apprehend them. The cultists attempt to escape, they have a head start of 3 and the same profiles as the cultists in Middenheim (see page 13). If the cultists are killed they are found to have a small tattoo of a purple hand on their left breast.



If the cultists are subdued and questioned they seem rather bewildered as to the attitude of the person they believe to be Kastor Lieberung. One of them even goes so far as to say, "Look, I don't know what's got into you recently Kastor, it's been a concern to us, but if you're on your way we're willing to stay out of it." If Characters make appropriate noises about travelling to Middenheim, this draw an additional remark of 'seems like a bit of a waste, but so be it'. If they are questioned beyond this they clam up and try to fight their way out of the situation. No further actions from the party persuade them to elaborate.

The name and address on the crate are a Purple Hand code: as the Characters find out later, there is no Captain Scharlach. To cultists in Middenheim, the code means 'These people have been sent to you, and they know nothing.' To those along the way, it means 'Let these people pass; they are being sent to others in the Order.' The players have no way of knowing this, but they may already suspect that the party is being sent into a trap, and this strange event only serves to make them more uncomfortable. It should also serve as a hint that some answers to the puzzle that is The Purple Hand may lie in Middenheim.

NOT WANTED

Also on a previous visit to Altdorf, the Characters became persons of interest in the deaths of two young nobles (**Enemy in Shadows**, page 41 and **Death on the Reik**, page 33). However, this time they see no wanted posters anywhere in the city, and if they ask about the case they may learn that the murderers — stevedores from a dockside tavern where the nobles and their bodyguards had made themselves unpopular — were caught and hanged some weeks ago.

THE RIGHT ROAD

The journey to Middenheim is a long one, and involves a perilous crossing of the Drakwald. Our 'heroes' may decide that there are more attractive, and safer, opportunities elsewhere, or they may simply have missed all the hints and leads pointing them that way. You can use various means to nudge them in the right direction.

URGENT DELIVERY

In 'Carriage on the Reik' (**Death on the Reik**, page 7), the Characters were hired by Matthias Blucher to deliver a cargo to a Captain Scharlach in Middenheim, and warned that it must arrive by the start of the city's famous Carnival. They have received an advance on the payment, but can expect nothing else unless they fulfil the contract.

Acting on orders from Matthias, perhaps a clerk from the Bluchers' Altdorf office meets their boat when it arrives. He or she asks the Characters about their journey, inspects the cargo (especially the seals), and offers to guide them to the depot of Castle Rock Coaches, where tickets have already been booked for the whole party. A number of burly porters (treat them as stevedores, armed with crowbars instead of boat hooks) stand ready to take the crate and the rest of the Characters' luggage, and have been well paid to make sure that everyone and everything makes it on to the coach.

A Cargo for Marienburg

If, through some mischance, the Characters have managed to keep both their boat and the supposedly valuable cargo for Marienburg (see ‘Making a Deal’, **Death on the Reik**, page 127), and you have not been able to destroy either in a fire at the docks (page 7), the Blucher agent inspects the cargo on the wharf and opens one crate to find that it contains nothing but low-grade earthenware, which was intended to be destroyed in the fire that Blucher arranged to damage the Characters’ barge. The Altdorf agent may or may not already know about the deception, but in either case he tells the Characters that there was a mix-up and this cargo is not the one destined for Marienburg. However, he does have an urgent overland delivery for Middenheim, and is prepared to pay well if the Characters deliver it before the city’s Carnival begins.

THE TRAIL OF THE PURPLE HAND

Since they came across Kastor Lieberung’s body in ‘Mistaken Identity’ in **Enemy in Shadows**, the Characters have run across the Order of the Purple Hand in Altdorf and Kemperbad. They should have at least one letter (*Handout 10* from **Death on the Reik**), which indicates that the cult’s leadership is in Middenheim, and they should also have formed the impression that until the matter of ‘Kastor Lieberung’ and his inheritance is resolved, the cult will not stop harassing them. Given the cult’s apparent reach, their only hope — slender as it is — may be to go to Middenheim and confront the cult’s leaders. If your group has played through both **Enemy in Shadows** and **Death on the Reik**, you may well find this to be the most expedient method of getting them to Middenheim. The Purple Hand has done much to make enemies of the Characters, and at this point your players may well be champing at the bit to confront the cult directly. If you think this likely, have a Character catch a glimpse of a purple-hooded figure leaving the Blucher offices, or otherwise allow the relationship between the Bluchers and The Purple Hand to become known. A quick interrogation later, and the party should be on its way to Middenheim, intent on confronting one ‘Captain Scharlach’ in person...

THE LAST OF THE WITTGENSTEINS

While in Castle Wittgenstein, the Characters may have found a letter to Lady Margritte from her brother Gotthard, telling her all about the wonderful time he is having in Middenheim with his fellow Slaanesh worshippers. Of course, the prospect of tracking down one man in a city of thousands seems daunting, and the Characters may need some extra help and encouragement to follow up on this lead.

Perhaps the trail of the Purple Hand is clear enough, in which case the discovery of Gotthard among Middenheim’s high society can be a surprise — but if the players need an additional incentive to get them to Middenheim, here are some ideas.

Gotthard’s letter mentions ‘important and influential people flocking to the cause’, which implies that there is a Slaanesh cult in the city with some very high-ranking members. Having seen the temple of Slaanesh in the castle, the Characters may decide to go to Middenheim in order to investigate further.

It is clear that the whole Wittgenstein family is more or less corrupt. The letter makes it plain that Gotthard is just as bad and corrupt as Lady Margritte. The mere implication that he is a worshipper of Chaos may be enough for more devout Characters to hunt him down and end the Wittgenstein line once and for all.

A picture of Gotthard was hanging in Castle Wittgenstein’s portrait room. In the painting he is wearing a distinctive jewel, which the Characters are certain they would recognise if they saw it again.

THE WARPSTONE

The Characters have encountered Skaven at least twice during **Death on the Reik**: once at the Devil’s Bowl, and a second time when they snatched the Warpstone from Castle Wittgenstein and brought the whole structure down to cover their escape. No adventurers worth their salt forget this kind of frustration, and they may be determined to track the Skaven down and stop whatever they are planning to do.

They may rue this decision once they become embroiled in the events of **The Horned Rat**, but for now their desire for the Warpstone, and their frustration at the loss of it, can be used as a further incentive to direct them to Middenheim. As the Characters make their way toward Kemperbad and Altdorf — or wherever else they may be going — they may hear further rumours from the north. In addition to more reports of anti-Sigmarite atrocities in Middenland, there may be talk of ratmen beneath the city (see ‘News and Rumours’, page 14), and perhaps of an unexpected rash of mutations in the city.

As the Characters discover later, the Skaven who took the warpstone meteorite from Castle Wittgenstein did not go to Middenheim. But for now, they have not heard of Skaven being anywhere else, and that may be enough to convince them to go there.



THE ALTDORF STAGE

Burdened as they are with a large and heavy crate and a delivery date that is approaching rapidly, the Characters must find a ride to Middenheim. The most obvious choice is to go by coach — the crate fits on the roof with other luggage, given a little work and a few Shillings to the coachmen — but this is not the only option.

The Characters might hire, or even purchase, a cart of their own. While this saves them coach fares, they may find it harder to obtain accommodation for the night in coaching inns along the way. Most of the inns have arrangements with the most prominent coach runners, guaranteeing food and beds for their passengers, feed for their horses, top priority for any needed repairs, and security for their luggage: passing travellers, stopping in without advance notice, may find all of these things in short supply.

Riding horses are quicker than carts and more independent than coaches, but the crate may be a problem. It is almost as heavy as a rider, and too big to sling over a saddle. A horse or mule requires a successful **Average (+0) Charm Animal Test** to accept the unusual burden, bucking it off if the test is failed. Be sure to describe the ominous crash the crate and its contents make when it hits the ground.

More detailed rules for coaches, carts, and pack animals may be found in the **Enemy in Shadows Companion**.

The rest of this chapter assumes that the Characters are travelling by coach. If this is not the case, feel free to make adjustments as necessary.

THE COACHING LINES

A traveller wanting to go from Altdorf to Middenheim by coach has three choices: Four Seasons Coaches, Castle Rock Coaches, and Ratchett Lines.

Four Seasons is expanding rapidly, and its coaches leave its depot in Altdorf daily for all parts of the Empire. As part of its expansion, the house is acquiring coaching inns along all the major routes, for the exclusive use of its passengers. A coach departs for Middenheim daily year-round, leaving Altdorf at 10:00 am.

Castle Rock Coaches is based in Middenheim, and is fighting hard to keep its share of the capital's route. It has made arrangements with many independent coaching inns along the way, and has blocked the efforts of Four Seasons to take control of several inns between Altdorf and Middenheim. Coaches leave for Middenheim every second day (Wellentag, Markttag, Bezahntag, and Angestag) at 7:00 am.

Ratchett Lines is a smaller operation, based in Altdorf like Four Seasons, though it is older. Some nobles prefer Ratchett because of its history, and because their families have always travelled by that line. Under increasing pressure from Four Seasons, the line's coaches seem old-fashioned and a little shabby, but its employees pride themselves on the quality of their service.

Ratchett Lines is trying to position itself as an exclusive and upper-class carrier, charging 10% more than its competitors. Its coaches do not depart according to a regular schedule: those engaged by noble passengers leave as soon as possible, regardless of the hour, while others leave when all the seats are taken.

FELLOW TRAVELLERS

While the Characters might be able to book a coach all to themselves, it might be more entertaining to give them some interesting travelling companions. The number of possible companions depends on the size of the party and the capacity of the coach: most coaches can seat a maximum of six passengers inside and another six on the roof.

Alex Eisen

No matter how much care the Characters might have taken to avoid him, the insufferable boatman can always make a reappearance: perhaps his intended coach was full; or he was ejected because of offending another passenger of higher status, or the other passengers included nonhumans, or those from foreign lands, or people from one of the many other groups that he dislikes.

'Well, hello there!' says a familiar voice as the Characters board the coach. 'And there I was worrying that the journey would be dull! A slight change of plans, as you see, but it all worked out for the best! I never finished telling you about those Elves, did I? They plan to take over the rivers as well as the ocean!'

The Characters' hearts sink to their boots. It is going to be a long, long journey — especially if Alex's loud opinions lead to conflict at an inn along the way. If the Characters are seen to be travelling with him, they could be thrown out as well.

The Jung Sisters

Ulrike and Bertha Jung, the daughters of a prosperous Altdorfer wool merchant, are travelling to Middenheim to visit their cousin Kirsten Jung, a Lady at Court (page 134). They are accompanied by their bodyguard, Gunder.

Both women are young (19 and 17 respectively) and clearly quite refined. If game stats are needed, they are both Traders (**WFRP** page 65) and Clerks (**WFRP** page 67), with Skills including *Charm*, *Etiquette (Guild)*, and *Gossip*, and Talents including *Gregarious*, *Read/Write*, and *Suave*.

FLYING DEATH SKULLS

Some grogard players may recognise these two ladies and their bodyguard from the adventure 'Grapes of Wrath', which was first published in issue 98 of *White Dwarf* magazine (February 1988) and was reprinted in *The Restless Dead* (1989). If so, they will probably be expecting the coach to be attacked by flying undead skulls.

In this book, that does not happen — but the skulls do make an appearance in the **Power Behind the Throne Companion**.



Gunder is a giant of a man, but not exactly bright. His brow is thick and sloping, and his massive jaw seems to jut further forward than his twisted and flattened nose. He is clad in a leather jerkin and armed with a huge axe. He is a Guard and former Soldier, with Talents including *Menacing* and Traits including *Belligerent* and *Big*. His Intelligence is only 22, but given his strength and imposing nature he has never found this to be a problem.

The young ladies are happy to engage in polite conversation on the journey, but woe betide any Character who fails to show them proper respect. If the Characters have made a favourable impression on them by the time the coach reaches Middenheim, they may introduce them to their sister Kirsten. They are staying in guest-rooms in the outer palace during their stay in the city.

The Pilgrims

The Place of Shining Rock (see page 16) is a shrine near Kutenholz that is sacred to followers of both Ulric and Sigmar. One or two pilgrims — devout followers of one god or the other, but not necessarily members of religious careers — board the coach at Altdorf and are let off near Kutenholz, where a side-road leads to the shrine. Such fellow travellers can be a good source of information about the religious situation — biased in favour of their own particular religion, of course. All this information can be found under ‘News and Rumours’ in this book and in **Death on the Reik**. This is a chance for you to feed the players any information that they might have missed.

The Mercenary

A military officer, recently retired from service, is heading for Middenheim, intending to enjoy the Carnival before enlisting with Baumann’s Blitztruppe, a famous ‘Free Company’ or mercenary unit that is mustering there before heading east on some undisclosed mission. While he knows nothing of the mission, he is able to fill the Characters in on the growing conflict between Ostland and Talabecland, which threatens to destabilise a significant part of the Empire. Like the pilgrims, this soldier can convey news and rumours that the Characters might have missed.

The Imperial Cartographer

A young man or woman, Bart or Bella Kurz, dressed in respectable but faded and slightly worn clothes boards the coach in Altdorf, after seeing several oddly shaped leather and wooden cases loaded on to the roof and secured with ropes. He or she is a cartographer working for the Imperial Survey Service, and has been sent to Middenheim to confer with members of the city’s cartographical service on the location of several settlements whose exact position is disputed.

If the Characters have not yet heard the rumours of ducal cartographer Gulhein Tobwurst, who was recently fired over a number of egregious errors, Kurz will be happy to relate the tale in a gravely serious tone. It is said that Tobwurst’s maps show the town of Delberz in so many different places that emissaries have been sent from both Altdorf and Middenheim to search for it. Tobwurst is currently being held responsible for the tax revenue that has gone uncollected from the obscure settlement.

A Mission of Mercy

A Shallyan priestess or nun is travelling from Altdorf to take up a posting at the famed Great Hospice, a secluded hospital not far from Frederheim that treats disorders of the mind. More on the Great Hospice can be found in the companion volume to this adventure, **The Power Behind the Throne Companion**. If anyone aboard the coach is injured between Altdorf and Frederheim, she treats them; she gets off the coach at the small town, where a Shallyan nun meets her in a pony and trap.

THE JOURNEY

The journey from Altdorf to Middenheim is almost 400 miles: assuming the Characters are travelling by coach, it takes six days in total. Normal stopping-points along the way are as follows.

ALTDORF – MIDDENHEIM STAGES

Day	Stage	Distance
1	Altdorf – Frederheim – Kutenholz	63 miles
2	Kutenholz – The Forest Hearth Inn – Bröckel	65 miles
3	Bröckel – Mittelweg*	58 miles
4	Mittelweg – Delberz – Sotturm	64 miles
5	Sotturm – Malstedt – Grubentreich	66 miles
6	Grubentreich – Schoninghagen – Middenheim	46 miles

* There is no midday stop on this leg: instead, the inn at Bröckel provides dried vittles for all passengers.

THE STOPS

The *Coach and Horses* Inn (**Enemy in Shadows**, page 11) can be used as a model for any coaching inn along the highway, with alterations to the layout at your discretion. Its staff can be made into entirely new characters with just a name change and a few different personality quirks.

Frederheim

Best known as the home of the Great Hospice of Shallya (which is actually some distance from the village, deep in the quiet of the forest), Frederheim consists of no more than *The Dove* coaching inn (independent) and a handful of small shops that have grown up to serve its needs and to house a biweekly market for the surrounding farms.

Kutenholz

Kutenholz is the first stop in Middenland. It has a coaching inn called *The Wolf’s Head* and a large shrine to Ulric nearby. *The Wolf’s Head* proudly displays the emblem of Castle Rock Coaches. Although its staff does not turn away other lines’ coaches, Castle Rock receives preferential treatment. This treatment includes a few little perks: first pick of rooms, a 10% discount on food and lodging, and one free ‘Welcome to Middenland’ drink upon arrival.

The Forest Hearth

This fortified coaching inn stands beside the road with nothing but trackless forest on either side. Its walls are more than 20 ft high, and spiked on top. Beastman attacks on the inn itself are not common, but attacks on coaches have become more common lately, especially to the north of the inn. Four Seasons has made several attempts to take over the inn, since it is the only accommodation between Kutenholz and Bröckel. This location would give them a significant advantage over competing lines. So far, though, their efforts have been unsuccessful, and the inn remains independently owned and operated.

Bröckel

This is an unremarkable small town, serving as a market for the nearby villages of Kupfengrube and Guthugel. The Bröckel Arms, on the southern edge of the town, is owned by Four Seasons. The passengers of other lines must rely on the smaller but more central *Market Inn*. Built to accommodate local farmers visiting the monthly market, this inn usually has four or five rooms and a dozen or so dormitory spaces free at other times.

Mittelweg

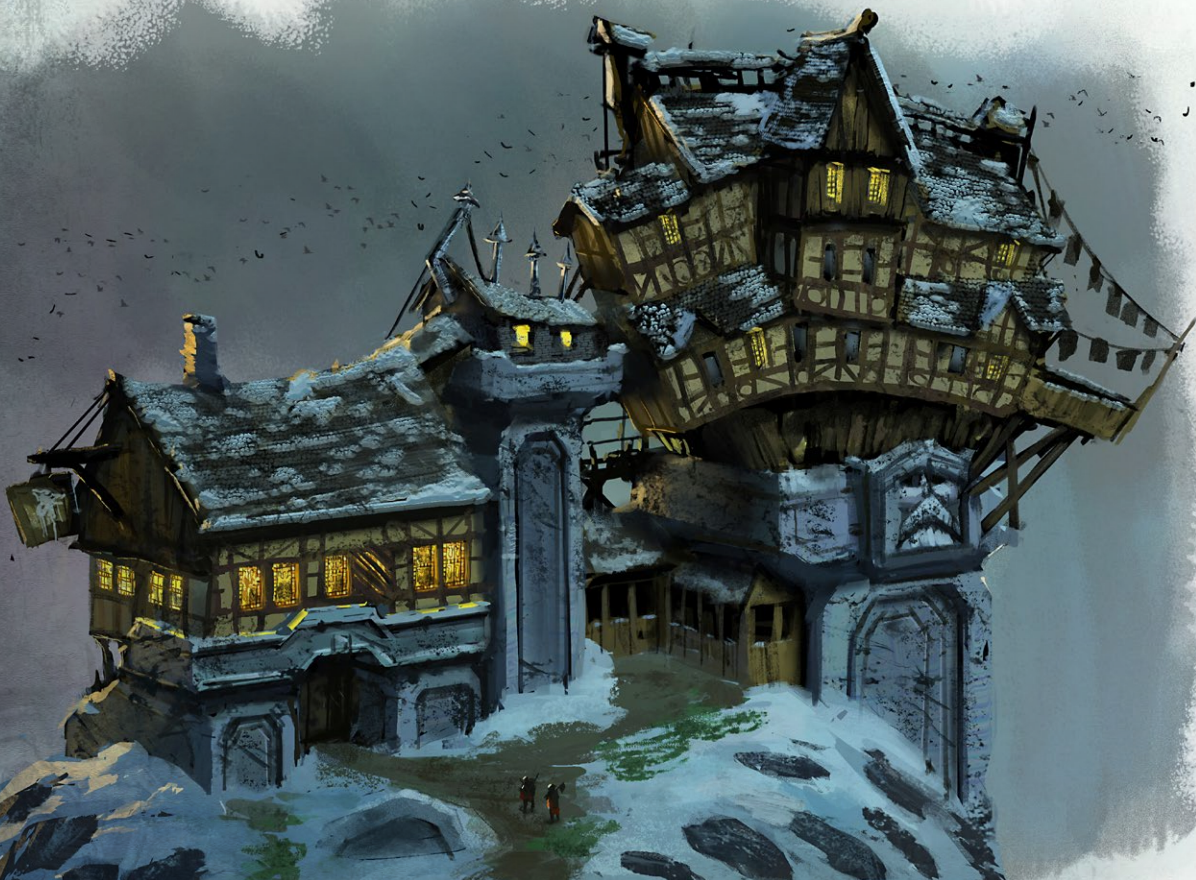
The Half-Way House is one of the oldest inns on the Altdorf-Middenheim road. Its wide surrounding wall still bears the scars of attacks from the forces of Chaos two centuries ago. Named for its position roughly halfway between Altdorf and Middenheim, Mittelweg grew up around the grand House with its distinct turrets, which are now a welcome sight for weary travellers. They stand at each corner, and their two upper levels are equipped with arrow-slits.

The Half-Way House is proud of its history and location, and its staff pride themselves on their warm welcome. Every evening they put on a 'halfway celebration' for travellers, with a fine (if expensive) meal, freely flowing drink, and souvenirs, including their novelty half-glasses and half-pint mugs. These mugs and glasses appear full-size from one side, but are flat on the other, as if sliced in two vertically. These are normally brought to the table in pairs, with wooden clothes pegs holding the two halves together.

ON THE ROAD AGAIN

The journey north is an opportunity to set the tone of Middenheim. The weather gets colder, passing travellers get more grim, religious and cultural differences become more obvious, and rumours abound (page 14) as Characters hear of the troubles in the city. This is tempered by excitement about the carnival, though veterans of the Schaffenfest in *Enemy in Shadows* will no doubt be plagued by recollections of Bögenhafen and the calamity that was, hopefully, narrowly avoided there following that festival.

All of this simply adds to the sense that Middenheim is about to become a fulcrum of great change in the Empire – which, one way or another, is certain to be true.



Delberz

Travellers are often surprised when their coach arrives at Delberz: according to a number of inaccurate maps that are still in circulation, the town and the River Delb are almost 100 miles south-east of their true positions, and much closer to the River Talabec. Some blame the proximity of the Howling Hills for confusing map-makers, while others recall that Graf Boris Todbringer recently sacked his chief cartographer, Gulhein Tobwurst, over other, similar errors in his maps. The town itself is the largest on the highway, with a small but busy river-port.

The Great Oak inn, named after a huge and ancient tree that stands in the courtyard, caters to Four Seasons coaches, providing lavish fare for those travelling on and comfortable rooms for those stopping overnight. Most other overnight visitors use *The Wheel and Anchor* — owned by the town's Merchants' Guild, and therefore immune to commercial acquisition — while midday arrivals are greeted by various hawkers and small shops ranged around the town square.

Sotturm

Sotturm is a small market town with ambitions. It has long been popular with Middenland's guildmasters as a place to hold business negotiations: it is a neutral location with no allegiance to any town or city, and its location — on the highway and yet fairly out of the way — means that meetings do not attract too much attention. While the fare at *The Tower* coaching inn is of excellent quality, true epicures head for *The Gilded Harpy*: this marble building, with its grotesque yet undeniably masterful statue outside, would not look out of place in the wealthier quarters of Altdorf or Middenheim. Thanks to the wealthy guildmasters, who have bought estates around the town, it does a roaring trade at any time of year.

Malstedt

At last, the oppressive forest opens up and the road winds upward through rolling hills. *The Imperial Crown* at Malstedt is large and welcoming, although its sign has recently been defaced: the gold crown has been painted over, and the head of a white wolf inexpertly added. Likewise, the emblem of Four Seasons Coaches by the door has been daubed over, and the staff no longer turn any coaches away. If asked about the changes, they say that there are some in Middenland who speak openly of seceding from the Empire and creating an Ulrican state in the north. But if pressed further, they claim that they do not know anything more, and hurry off to an urgent task elsewhere.

Grubentreich

This smallish market town supports a number of local villages and farms. The main local products — the meat, milk, and cheese of sheep and goats that graze the surrounding hills — are on sale everywhere. *The Bildhofen Arms* is named after the area's ruler, Duke Leopold, and boasts a goat cheese that is well regarded across Middenland and beyond.

Schoninghagen

A brass plaque above a side-room at *The Skull and Cross* bears the inscription: 'Here, in the Year of Sigmar 2369, was signed the Treaty of Schoninghagen, to the great glory of Middenland and the Todbringer Family. May Ulric and Sigmar protect them and bless their loyal subjects.'

A **Lore (History) Test** — **Challenging (+0)** for native Middenlanders and **Hard (-20)** for everyone else — recalls that the treaty settled the details of Grand Duke Gunthar von Bildhofen's abdication from Middenland, and established that the Baron of Nordland was to pay homage to the Graf of Middenheim. The inn's staff proudly tell the tale, if any traveller inquires.

Middenheim

The final leg of the journey is the shortest by distance, but can often take just as long as the others. All arrivals must go through certain formalities — mostly to do with the city's new tax laws — and wait their turn to use one of the causeways or chair-lifts that run from the foot of the Ulricsberg to the city.



NEWS AND RUMOURS

These rumours may be heard along the road, at any of the various stops along the way, or from fellow travellers. Roll a d10 to choose randomly, or pick a rumour appropriate to the NPC in question. While rumours of strife and taxation in Middenheim serve to set the mood for the rest of this adventure, be sure to pepper in some talk of civil unrest in the Empire as well. This foreshadowing will serve you well should you carry on into *The Horned Rat* and *Empire in Ruin*, the final two chapters of *The Enemy Within*.

- ☠ As Ostland and Talebecland stand on the brink of open war, rebellion is brewing in Middenland. The Emperor's tolerance of mutants has angered the fierce Sons of Ulric, and now the most devout among them are seeking to drive all other priests from Middenheim, to make it Ulric's city alone.
- ☠ The Emperor has summoned all his military commanders to the palace to discuss the problems in Middenheim. He has also demanded that Graf Boris Todbringer, the Elector Count of Middenheim, join him in the capital immediately.
- ☠ The Emperor's infamous mutant decree is an attempt to avoid open war with Middenheim. Why, everyone knows the Beastmen of the Drakwald were once as Human as Graf Boris himself. Mutation's spreading across the province, as though some strange influence were at work.
- ☠ The rats of Middenheim's sewers are not like any rats found in the south. Full 6 ft long, they are — and some of them stand upright, wear clothes, and talk to each other in squeaks and chitters. Middenheim's rat catchers earn their pay, and no mistake!
- ☠ Mutants and bandits continue to attack coaches passing through the Drakwald. The major coaching companies are hiring extra guards, the Roadwardens are recruiting in Altdorf and the surrounding area, but the Emperor has failed to send troops to protect the highway. Meanwhile, streams of refugees leaving Middenheim are at the mercy of bandits and beastmen.
- ☠ The followers of Ulric are becoming even more militant. Not content with persecuting honest and devout Sigmarites, now they have begun picking on the priests of every other deity
 - and even on the Dwarfs, who helped build Middenheim. A ruinous series of tax laws has been passed, targeting Elves, Dwarfs, wizards, and priests, in particular.
- ☠ All these new taxes can mean only one thing: the Graf is filling his coffers to hire troops and mercenaries. He may be preparing to intervene in the growing conflict between Ostland and Talebecland — or he may intend to break with the Emperor, and fortify the north banks of the Reik and the Talabec against southern aggression.
- ☠ A heresy is being bandied about, claiming that Sigmar was never a god — just a mortal hero crowned as Emperor by the high priest of Ulric. They claim that Ulric is the true god of the Empire, and Sigmarites are heretics. Tension between north and south comes and goes, but all the bad feeling seems to be coalescing around religious differences. Some Ulrican fanatics even want the north to break with the rest of the Empire and become a separate nation.
- ☠ Ar-Ulric has not made any statements about the heresy or the activities of the fanatical bandits who call themselves the Sons of Ulric. He has condemned their suggestions that he consider abdicating so that one of them can take his place, of course. He has said their belief that they descend from Ulric is highly apocryphal, and he supports the Graf in outlawing their public assembly in the city, but when it comes to their persecutions of Sigmarites in Middenland he keeps his mouth shut.
- ☠ The mother-in-law of the informant's cousin is a washerwoman at Castle Reikguard. She reports catching a glimpse of Crown Prince Wolfgang, *'and he was more Wolf than Gang, if you take my meaning.'*

ENCOUNTERS

These encounters can be used to add variety to the journey, and to foreshadow events to come in Middenheim.

Survivors

This type of encounter becomes more frequent as the Characters travel deeper into the Drakwald, and tapers off as they come closer to Middenheim. Trudging along the roadside or begging the protection of an inn's walls at night, the survivors of bandit or mutant attacks are ragged, penniless, and often wounded. Mothers carry children, the unhurt support the injured, and the young help the elderly along as best they can. Some claim to be nobles, and promise that their families will reward the Characters for seeing them safely to Middenheim, or Altdorf, or simply to the next coaching inn. Some of these may even be telling the truth. Others simply cluster around a coach or an armed group, clamouring for aid and protection.

Refugees

The closer the Characters come to Middenheim, the heavier the refugee traffic becomes, including Sigmarites, priests, dwarfs, alchemists, and wizards. There are Sigmarites of all classes, trades, and professions, telling stories of religious persecution. Priests — not only of Sigmar but of other religions as well — who second the tales of anti-Sigmarite violence, and add that the Graf has approved a ruinous series of Temple Taxes, whose only purpose must surely be to drive out every religion save the worship of Ulric. In the crowd there are wizards and alchemists, who grumble about a 'Scroll Tax' on paper that makes Middenheim too expensive to live in. As well as Middenheim Dwarfs, who grumble about *'ungrateful Manlings,'* but only admit privately to another Dwarf that they have been taxed beyond their means and lack the gold to remain in the City of the White Wolf.

Sons of Ulric

Closer still to Middenheim, the Characters are stopped at an impromptu road block. It is manned by a group of local toughs, all wearing the symbol of a wolf's head somewhere on their clothing. Declaring themselves to be the Sons of Ulric, they search the Characters' coach and persons, looking for '*Sigmarite scum*.' Anyone with anything that might be interpreted as indicating devotion to Sigmar — whether or not it actually does — is robbed, soundly beaten, and turned back into the forest.

Whether or not the Characters actively resist, the 'Sons of Ulric' are more than happy to resort to violence: a wrong word or look is quite sufficient. If the Characters need to be rescued from the resulting fight, a patrol of Knights Panther happens to come down the road, and the knights question both parties. They neither support nor condemn the '*Sons of Ulric*,' but they ensure that there is no further violence, and allow the Characters to go on their way. They do not, however, involve themselves in any disputes about stolen property.

Bandits

The forest is a lawless place, and the Characters have already heard that attacks on coaches have increased lately. When the coach encounters a fallen tree across the road, any Character with a clear forward view may attempt a **Challenging (+0) Perception** Test to see telltale axe-marks: it was felled on purpose, and as the coach comes to a stop it is surrounded by bandits!

The numbers and experience of the bandits can vary according to the strength of the party and their travelling companions. Numbers can vary from four or five to a couple of dozen. While the leaders, at least, have a level or two in the Outlaw career, the rest might be local Peasants of various kinds — or they might be hardened outlaws themselves.

Instead of outlaws, the bandits might be unemployed mercenaries with Soldier and/or other Warrior careers, and banditry may be their way of 'living off the land' as they make their way eastward toward Ostland and Talabecland, where the threat of war is looming.

Most bandits are content to rob their victims of anything valuable or useful, but anyone who looks as though their family is well-to-do — the two daughters of a prosperous Altdorf wool merchant, for example — may be taken prisoner, and their companions sent back to the family with a ransom demand.

Beastmen

Human bandits are one of the milder threats lurking in the forest. Beastmen are a more savage foe altogether: they certainly kill everyone they encounter, and they are likely to eat them too.

A Beastman force consists mainly of Gors, with a few Ungors. The leader might be a Bray-Shaman, or a powerful warrior such as a Minotaur or a Bestigor with an especially powerful set of combat-related Traits and mutations.

Beastmen might fell a tree or resort to some similar subterfuge to stop a passing vehicle, or they might simply burst from the trees and attack — targeting the horses first so that their victims cannot escape.

More on coaches and combat can be found in the **Enemy in Shadows Companion**.



THE PLACE OF SHINING ROCK

Players who are familiar with 'Carrion up the Reik' in the Hogshead edition of *Power Behind the Throne* may be expecting to visit this fabled temple, and help save the Grand Theogonist himself from an assassination attempt by the Sons of Ulric. If so, they are going to be disappointed.

The shrine is off the road, and the coach only stops there by request: it takes an hour to walk from the highway to the shrine. If they stop there it may be a day or more before they can get a coach to Middenheim. With an urgent package to deliver, their schedule simply does not give them the time.

The GM can drop a hint that things are different this time. The coach suddenly pulls off to the side of the road to allow a double column of mounted knights to pass, headed for Altdorf. They bear the insignia of the Sigmarite Order of the Fiery Heart. A very grand coach bearing the insignia of the cult of Sigmar and the personal arms of the Grand Theogonist is in their midst. The procession speeds by, and no one is interested in talking to other travellers.

At their next stop, the Characters may hear the inn staff and fellow guests talking excitedly about the Grand Theogonist, whose retinue took over the inn the previous night. They may hear that he visited the shrine on the way home, and learn a little about its significance.

If the GM is feeling especially cruel, the Characters may hear how the Sons of Ulric tried to attack the Grand Theogonist, but were defeated by the Templars of his escort with the help of some passing adventurers: *'Sent there by a monk, they were – something about a relic that needed returning. That was Sigmar's own hand, or I'm a Wastelander – if they hadn't happened along, the priest could be dead and we could be at war with Altdorf! It doesn't bear thinking about!'*

THE SHRINE

For non-grognards, the Place of Shining Rock is equally sacred to the cults of Sigmar and Ulric. Any devout follower of either deity may make a **Challenging (+0) Lore (Theology)** Test to know of it.

According to the lore of both religions, the god (Ulric or Sigmar, depending on who is telling the tale) had come to rest after a battle against the forces of Chaos at this site. Weaponless – this was before Sigmar received his hammer Ghal Maraz, and Ulric had lost his sword in the previous battle – he was ambushed, and picked up a strange rock to ward off his attackers' blows. One blow shattered it, leaving a long, wickedly sharp shard in the god's hand: with it, he killed five hundred enemies before they fled. A shrine was built around the rock, and has become a place of pilgrimage for both religions – as well as the site of regular arguments about which has the better claim to it.



Witch Hunters

With reports of anti-Sigmarite violence on the rise in Middenland, the witch hunters of various Sigmarite orders are particularly active on the road, questioning refugees and hunting for the Sons of Ulric and other miscreants. As the Characters learn along the way, one group of witch hunters was recently active in Middenheim, where they burned 17 accused cultists.

A mounted band of witch hunters might have set up a roadblock, stopping traffic in both directions and questioning all aboard. This might be uncomfortable for any Characters who do not worship Sigmar, as well as for those who do so quietly, with no outward display of Sigmarite emblems such as hammer pendants. Of course, the very things that may convince Sigmarite witch hunters of a Character's innocence also ensure that an encounter with the Sons of Ulric is far from pleasant.

Road Wardens

With so much lawlessness on the road, the Imperial Road Wardens are active too. They are patrolling more frequently and in greater numbers, and the Characters and their companions might be stopped anywhere along the road or questioned at an inn where they have stopped for the night.

The Characters may have to convince the Road Wardens that they are innocent travellers engaged on legitimate business – but given the increase in traffic bound to Middenheim's

Carnival, and their cargo addressed to a recipient in the city by a reputable and well-known mercantile house, this should not be terribly difficult.

A more serious problem may arise if the Characters run into a press gang. It is well known that both the Road Wardens and the River Patrol have been recruiting aggressively in recent months, and an inn is the perfect spot for a less-than-honest recruiting ploy known as *'The Emperor's Shilling'*. While his fellows engage the Characters in conversation – being careful to find out their names and home towns – one Road Warden slips a shilling into each of their ale-mugs. If they drink, they are held to have accepted the shilling – and therefore the Emperor's offer of employment – under an ancient law. Whether they like it or not, they are now Road Wardens and can be taken into the service by force, if necessary. Some taverns provide tankards with glass bottoms, so that a customer can check for coins before drinking, but understandably the press gangs avoid such establishments.

If they find themselves 'impressed', as the process is called, the Characters have chances to escape, but the Road Wardens already have their names and home towns, which can be circulated around the service on a list of deserters.

ARRIVAL

Emerging from the forest, the Characters catch their first glimpse of the towering Ulricsberg, with the impressive fortress city of Middenheim perched on its top. Preparations for the Carnival are well under way as workers, swinging precariously from long ropes, attach bright banners to the dark-grey stone.

Four stone viaducts wrap around the base of the rock, sloping gently up from the surrounding land. These viaducts, the Characters may learn, are each a mile long and 60 ft wide, with plenty of room to let carts pass in both directions. There is only a 3 ft stone wall to mark the outside edge, and especially on windy days, many cart drivers feel safer travelling in the middle of the road — which can lead to arguments. Pedestrians have the option of using one of two chair-lifts; the ride is spectacular and comparatively quick — but not for the faint of heart.

WELCOME TO MIDDENHEIM

If the party is arriving by coach or on horseback, a uniformed militiaman directs them to continue towards the viaduct. If the party is on foot the militiaman approaches, and says abruptly, ‘Viaduct or chair-lift?’

The slightest delay in replying produces the retort, ‘*Come on, come on. Never seen a city before? Do you want to enter by road or by chair-lift?*’ This last sentence — especially the words in not in italic — is spoken slowly, in a very patronising manner. Once the party has replied it is directed towards the nearest chair-lift or viaduct as appropriate.

At the start of each viaduct is a toll-gate. Local (recognised) farmers and those bearing the city’s coat of arms get in free; everyone else pays ‘a Crown a leg’. The chair-lift costs 1/- per passenger, plus 1/- to 20/- per item of luggage, depending on size. There are long queues before each main gate and at the chair-lift termini.

Before the start of the Carnival, the party takes about an hour to reach the head of the queue, giving the opportunity for a couple of minor encounters to break the tedium and give the Characters a few snippets of information.

ROLFUS HAFFENVEST

A wizard stalks away from the city, accompanied by a cart piled high with furniture and boxes. Clearly he is moving out of the city. If he spies any wizard type in the party, he approaches.

‘Middenheim!’ he spits. *‘Seat of learning, my thuribles! Take my advice and go elsewhere, unless you like paying good money for the privilege of existing!’*

Rolfus is leaving the city after living there for ten years. If engaged in further conversation, he grumbles about the new Scroll Tax, blaming *‘that miser Sparsam’*.

HUGNUR BRIMBEARD

Any Dwarf in the party may be approached by Hugnur Brimbeard, who is accompanied by his wife and two young sons.

‘Take my advice and turn your back on this place,’ he says. *‘O’uns to the Carnival, and what happens? Soon as you get to the gate they charge you for the privilege of walking on their ground for the last 30 miles! Disgrace and insult, I call it. See that tower? My father built that tower! Well, we may have paid, but Brimbeards never stay where they’re abused and insulted.’*

Hugnur is incensed at the Dwarf Tax and, although he has been forced to pay, he is leaving the city in protest.



FOR GROGNARDS: TAX COLLECTION

Players who remember the first-edition version of **Power Behind the Throne** will expect to pay taxes on the way into the city. A cruel GM can use this knowledge against them. Some taxes are presented here, and others are covered in the box ‘Getting In’ on page 18.

Perhaps the taxes have not yet been fully implemented. The administration did not foresee, or plan for, the practical difficulties involved in stopping hundreds or thousands of visitors at the gates in the run-up to Carnival week, and at the insistence of Watch Commander Schutzmann — and much to the unspoken chagrin of Law Lord Wasmeier — all changes have been postponed until after the Carnival.

Meanwhile, though, several enterprising locals are taking advantage of the flood of visitors — who have all heard of the new taxes and are expecting to have to pay them. Some may have set up official-looking roadblocks and toll stations on the road, and equipped themselves with quite official-looking credentials. Even if the taxes have not been postponed, someone might still be playing this trick: they might be simple criminals, or they might be supporters of the Sons of Ulric taking the opportunity to raise funds for that cause. There are angry scenes at the real tax assessment points as visitors protest that they have already paid, only to learn that they were duped — and that the road is outside the jurisdiction of the City Watch and local tax officials, neither of whom do anything about the false tax collectors.





A FEW SMALL FORMALITIES

Eventually, the party reaches the head of the queue. At the gate or chair-lift they are assessed for tax by a gate-sergeant — who, they notice, also checks those leaving the city. The sergeant is backed up by enough guards to make most characters think twice about causing trouble.

Dwarfs, and characters who are obviously wizards or priests are taken to one side. Everyone else who is not obviously a local peasant is asked: *'Are you now, or have you ever been, a wizard or a priest?'*

Those who answer 'yes' are sent to one side and are assessed for tax (see page 37). Those who answer 'no' are searched. Evidence of any spellcasting ability, including spell components and the like, means that the Character must pay the appropriate tax. If the Characters resist, they are arrested: they are stripped of cash and/or belongings to the value of the tax owing, plus a fine of several Gold Crowns (3-10 would be appropriate, as everyone assumes anyone trying to avoid the taxes has money), and taken to the road, with a warning not to come back.

Finally, those Dwarfs, wizards, and priests who have paid the tax are sent before a scribe who records their name, home town, date and time of entry, and general appearance before being admitted to the city. If the scribe is feeling generous, he or she may also give them a warning about the Old Quarter: *'Be warned that the south part of the east gate is frequented by criminals. Go there at your own risk.'*

GETTING IN

Veterans of the first edition *Enemy Within* campaign will probably expect to face bottlenecks and delays on the way into the city, which gives the GM the opportunity to surprise them. In a concession to the increased traffic in the build-up to Carnival week, the party is simply waved through, with the only formality being that their coachman must give the names of all his passengers, and where they boarded the coach.

The Characters may sigh with relief, thinking that they have saved a lot of time and a little money — but that is only half true. There are tax officials posted at every inn: they work in teams of two, and are accompanied Guards wearing the city's insignia. Everyone is assessed, and taxes are levied, when they take a room in an inn. Names are checked against a list collected at the gates, for example, from coach drivers.

Astute Players realise that this is a golden opportunity to try to evade the taxes by giving false names or simply looking for a place to stay that does not have a couple of tax officials waiting for newcomers. They are welcome to try: after many hours of walking around the city and some close calls — for there are inns where even tax men fear to tread, but these are just as dangerous (and unsanitary) for a group of out-of-towners — the Characters may decide that a bed for the night is worth paying taxes.

If they continue to try to evade the tax officials, though, they may notice a couple of familiar faces following them about town. Everywhere they go, these two are fighting through the crowds, trying to catch up with the party and even calling out the name of one of the characters. Page 60 has rules for conducting chases in the crowded city, which work as well for Characters trying to evade pursuit as they do for cultists and others trying to evade the Characters.

Finally, after hours or days, the Characters find themselves in circumstances that make escape impossible: a dead-end alley or some other place in which they have no choice but to face their pursuers. Perhaps they are no more than dogged officials determined to do their duty, or perhaps they are more than they seem. They might be genuine tax officials — or at least, they might look like genuine tax officials — but rather than wanting money from the Characters, they have something valuable to give to them.

Exactly what this might be is for the GM to determine, depending on what the Characters have been up to before they found themselves cornered, but it might be a valuable object, or it might be vital information relating to one of their lines of inquiry, or an invitation from a major NPC (which, as will be seen in the following chapters, is worth several times its weight in gold).

The pursuers might even be loyal cultists of the Purple Hand, who want to welcome the Magister Impedimentae to Middenheim, and place the cult's resources and safe houses at his (or her) disposal for the duration of the Carnival, since the Magister Magistri is detained by an important project and cannot give his colleague the welcome that courtesy demands.



NEWS AND RUMOURS

The Characters may pick up the following information in the city, either through conversation with Middenheimers or by overhearing conversations. **Note:** It should be credible that the NPCs in question were able to have heard whatever information they pass along. For example, no grubby local peasant knows of distant Imperial machinations, while educated merchants or guildsmen are unlikely to recount mere superstition.

Some of these rumours carry on stories that the Characters may have heard during *Death on the Reik*. Where necessary, the GM should fill in any missing details from previous stories that the Characters somehow missed.

THE EMPIRE

Despite their sometimes dour attitude, Middenheimers love to gossip, especially about the lax ways of anyone not from Middenland, and especially during Carnival. Roll 1d10 or choose an appropriate rumour for each situation.

- ☠ Emperor Karl-Franz's condition has become critical. His illness has been common knowledge for some time, but now it appears that he has deteriorated. Court physicians have been working with the Magicians' Guild, but have failed to discover the nature of his illness. And who deals with important matters of state during this crisis? No one. The discontent in the capital is increasing, and spreading through the provinces even now.
- ☠ Grand Duke Gustav von Krieglitz of Talabecland has sent emissaries to the palace of Grand Prince Hals von Tasseninck of Ostland. The Duke denies the accusation about the murder of von Tasseninck's son, Hans. He is also angered by recent attacks on his border patrols by the Prince's soldiers.
- ☠ Baron Heinrich has been sent on an important diplomatic mission. He's off to Wolfenburg to try to talk some sense into the von Tassenincks. I heard he's going to ask them to withdraw any suggestion that von Krieglitz harmed the Crown Prince's son. Tricky situation, but if anyone can talk Talabecland and Ostland out of a war it's our Heinrich.
- ☠ Baumann's Blitztruppen, an elite mercenary unit, has been recruiting new members for an unknown mission in the eastern Empire. Baumann himself left the city weeks ago. Whether this has anything to do with a sudden increase in cattle rustling, crop burning and transport disruption raids on the Ostland border, nobody is prepared to say. Local militia there have been preoccupied with the sudden increase in refugees from the mounting cycle of raid and reprisal.
- ☠ The Emperor's edict forbidding the slaughter or exile of mutants in the Empire hasn't been received well. Some villagers have been hanged for murder under the new law. Only a couple of weeks ago, villagers from the Reikland rioted after an innkeeper was convicted of murdering a guest who was found to have scales on his back.
- ☠ The chief representative of the Middenland Farmers' Association, Dietrich Hoffman, was in town the other day. He made a statement to the council forecasting gloom and doom for this year's harvest. Apparently, the harvest reports seem to be the same across the Empire. This year the weather is to blame: too cold in winter; too wet in spring – so they say. But then, farmers are always moaning, and nobody can remember the last time they made an accurate forecast.
- ☠ Marienburg seems to be the place for traders at the moment. Business is booming, and looks set to rise further over the coming months. The port is operating at nearly full capacity, and orders for grain from Bordeleaux are at record level.
- ☠ The Emperor's chain of signal towers traces a very sinister pattern on the map. A cousin of the informant's brother-in-law works as a cleaner at a wizard's house, and has picked up a thing or two. Something very bad will happen when they are all completed – something very bad indeed.
- ☠ Wagons have been seen going into Castle Reikguard more often than usual, and in greater numbers. Crown Prince Wolfgang is clearly stockpiling vittles and munitions – he must be plotting rebellion!
- ☠ That's just irresponsible conspiracy nonsense. Really what he must be doing is getting ready to support the Emperor in an attack on Middenland!



MIDDENHEIM

Middenheim may be an unfamiliar and sometimes odd place, but its denizens are rightly proud of it and always happy to talk about the city, its history, and people. Pick randomly, or choose an appropriate rumour to be overheard about Middenheim itself.

- ☠ The annual wizardly illuminations might not be so grand as they have been in years past. This Scroll Tax has been an unpopular move, and Peter Kramer, a popular Wizard who led the annual 'Red Arrows' flying display for years, has left the city.
- ☠ Have you noticed how more Dwarven establishments seem to be closing down since the introduction of the Dwarf tax? Strange thing is, few Dwarfs have been seen leaving – either by chair-lift or the main roads. Some say they have hidden themselves away in the ancient tunnels under the city.
- ☠ Have you seen how the priests of Sigmar and Ulric treat each other recently? Only the other day, a fight broke out outside the *Templar's Arms* when some priests of Sigmar blamed the High Priest of Ulric for introducing the Temple Tax.
- ☠ The city's defences are not as strong as people suppose. Too much attention has been paid to the dubious benefits of magic. The Dwarfs are undermining them anyway, with all their tunnelling. At least the magicians are finally getting their due – now the military realises how little help they have been.
- ☠ If you want to earn some easy money over the coming days, take up busking. During Carnival, any fool with a fiddle and a voice can make enough to live on.
- ☠ The new taxes have been introduced so that the Graf can mount a campaign against the Emperor. Apparently, the recent edict on mutants convinced Graf Boris that old Karl-Franz had gone senile at last.
- ☠ They'll be wanting a new Law Lord soon if old Ehrlich doesn't pull himself together. This must be his third fit of melancholy since he took office. I'm surprised Hoflich hasn't already got rid of him. Not the most compassionate type, that Hoflich.
- ☠ There were witch hunters up from Altdorf the other week. They burned 17 people at the stake for being Chaos-worshippers and witches! Why do the Graf's people need Southerners to do this? Aren't they able to root out followers of Chaos themselves? The Emperor's people don't trust us to keep our own house in order. Those witch hunters would have been just as content burning good Ulricans, if not more so!
- ☠ Someone from the Emperor's court was in Middenheim recently, and they brought a detachment of southern knights with them as a bodyguard. Some say it was the high priest of Sigmar – or the Grand Theogonist, begging his eminence's pardon – come to talk to Ar-Ulric about all this religious ill-feeling that's been brewing. They've gone now, and good riddance, but the Emperor would do better to forget about religion and treat us Middenlanders with more respect. Ulric was here before Sigmar – everybody knows it!
- ☠ The Beastmen have been coming closer to the city. Eating the corpses dropped off the Cliff of Sighs, most likely. Some of them have even been killed in the Undercity by sewer jacks and rat catchers. They say the things all had rat heads, but who knows for sure? When the only tools you've got are a ratting pole and a rabid terrier everything looks like a rat.
- ☠ Middenheim's Dwarfs engineered a marvellous flying device in gratitude for the sanctuary the city afforded them for over 2500 years. Even Dwarfs respect that sort of history. A dirigible they call it, it's like a balloon with a steam engine bolted on. Baron Heinrich graciously received it and took it straight to Ostland with him. Shame you missed the day he left, the sight of him and a small squadron of Knights Panther rising up into the air was magnificent! Of course, no sooner does he leave than these taxes come in. Now the Dwarfs want their balloon back.
- ☠ If I was the Graf I'd hire mercenaries to sort out this farce on the border. Brass Keep, you heard about it? A cohort of mutated Norsemen called the Blighters have been holed up in there since the time of Magnus the Pious. Ought to be straightforward to winkle them out, but the job got wound up in politics. The Kärzburdger family own that land and won't allow decisive action to be taken. They say the place is cursed, and that it's better to contain the problem rather than put an end to it. They put up a picket to starve the Blighters out. Two hundred years later the Blighters are still there, and so is the picket.
- ☠ The Kärzburdgers used to run things in Middenheim, but they've fallen a long way these last two centuries. The old Kärzburdger Graf let himself be dragged by the ear by the cult of Shallya, literally, and they've never lived the humiliation down. We're blessed to have a ruler like Boris Todbringer, he's a rock. If only he'd have more legitimate children.



FOR ADVENTURERS

There is always work available for those handy with a sword, and it may be a task that is suitable for one or more of your Characters. Note: be aware that some of these rumours may send your Characters scabbling away from the main plot, but used carefully they can nudge your players in the right direction. Roll 1d10 and choose randomly if you wish, but it is advisable to pick a rumour appropriate to your game.

- ☠ Want to earn some extra money? Well, forget trying to sign up with the militia. After last year's near-riot after the Snotball final, 'Iron-Head' Schutzmänn has already hired an extra 400 men to help police the city. They say he has spent almost the entire year's budget on Carnival Week.
- ☠ Have you heard how all the Dwarfs are leaving? Well, someone's going to keep all those tunnels checked – they'll be crying out for soldiers who aren't afraid of the dark, preferably short.
- ☠ If you want a taste of the high life, rumour has it that Graf Boris wants to marry his daughter off as quickly as possible (nudge, nudge).
- ☠ More Road Wardens are being hired for journeys to Marienburg, Erengard and a few of the northern coastal villages. Things are never perfect, but the roads are getting worse by the month. Twice this month, an expected shipment of Kislevite vodka has failed to arrive.
- ☠ Any experience of rat-catching? Have you noticed how fat and sleek they are at the moment? Want to know why? The Dwarfs have been storing food down those tunnels of theirs, and the rats have found it.
- ☠ Some very well-to-do folk are visiting Middenheim during the Carnival, and most are looking to hire guides and guards. The opportunities for money-making are good, especially since the City Watch is so strapped for cash it can't afford extra workers.
- ☠ I'll tell you of a quick way to earn a Crown or two. Dress up as one of the Watch and go knock on some noble's door demanding taxes. Do it early in the morning – you'd have him giving you his daughter before he's woken up.
- ☠ Here's a good one: some young 'uns reckon that Chancellor Sparsam is taking a cut from the new taxes and stashing it all in his house. They reckon doing it over will net five grand! They'd be lucky to net five pennies: Sparsam is such a miser any money will be locked away where Ranald himself couldn't get at it.
- ☠ They say that Baron Stefan is actually getting better! Ulric knows what that mad 'Doktor' is dosing him with – still, like as not he's simply half-dead from being crammed full of poultices. What else could be done with him?
- ☠ If you can read and write well, get a job in the Taxation Kommission. They're crying out for scribes, what with all these new taxes. Of course, the basic pay is terrible, but with all the overtime you can rake it in. Mind you, I wouldn't tell the Dwarfs about it; they're liable to string up anyone connected with the taxes!



A PLACE TO STAY

There are a number of high-class (and expensive!) inns in Middenheim, but the flood of Carnival visitors has left them all full. *The Templar's Arms* is one of the few decent inns with space left; all of the alternatives are near-slums. Due to the Carnival its prices are higher than usual for the Empire, but not exorbitantly so.

If the party decides to take the cheapest possible option, use the prices for room and board found on page 302 of *WFRP*. However, the quality will be terrible — watered-down ale, rank food, and a common sleeping room, complete with flea-ridden straw, spit and worse! An **Easy (+40) Endurance** Test will be in order for each night the Characters spend sleeping in such awful conditions, with a minor, single-symptom ailment such as Flux, Malaise, Nausea or Pox (GM's choice) resulting from a failed roll. Whatever the standard of the inn, haggling will be useless. During Carnival, accommodation is a seller's market, and there are always more visitors willing to outbid the party.

THE TEMPLAR'S ARMS

Map 1 (page 25) shows the layout of this two-storey hostelry. Although it has no stabling, horses can be looked after at *Staller's Livery Stables*, just down the street for an additional 1/- per horse per day, including fodder. This can be added on to the accommodation bill.

Uli Breitner is the landlord. He's a cheerful and welcoming man who keeps a peaceful and happy establishment. His staff consists of Kurt Gruber, the barman; Konrad Alpiger, a barman/handyman; Renata Hoeflehner, the chambermaid and barmaid; and a Halfing cook, Tiasmara Flarett (she does lunch and dinner; Uli cooks breakfast). Room charges (per night, exclusive of food) are 1 GC (single), 1GC and 8 shillings (double) and 1 shilling a night in the common room (which typically sleeps four to six people). During Carnival, payment is in advance.

FOOD, GLORIOUS FOOD



The food is of good quality, and the helpings are generous. After a couple of days, when Uli has got to know the adventurers and if he has come to like them, they will be welcomed into the snug, a small side-bar where Uli drinks himself. They can hire a private dining room at an extra cost of 6 shillings for the evening, on top of the food.

- ☠ Breakfast (1/-) is served from 7–9 a.m. Standard fare: porridge, bacon and eggs, fresh bread and butter, preserves, mead, and herbal tea.
- ☠ Lunch (1/3) is served between noon and 2 p.m. Standard fare: broth, bread, hot and cold meat pies, cheese and pickles, fresh fruit, and a pint of beer.
- ☠ Dinner (1/8) is served from 7–10 p.m. Standard fare: thin soup, roast meat, vegetables, one of Tiasmara's more flamboyant desserts, fresh fruit, cheeses, and a glass of wine.

SOMETHING TO WARM YOU

Ale (pint)	5d to 1/- (per quality)
Mead (½ pint)	1/-
House Wine (bottle)	1/-
Fine Bordeleaux (bottle)	2 GC
Fine Reikland Hock (bottle)	1 GC
Fine Tilean Policella (bottle)	2 GC
Fine Brandy (bottle)	1 GC 6/-



THE STAFF OF THE TEMPLAR'S ARMS



ULI BREITNER, PROPRIETOR

Uli is a friendly, sociable man, who enjoys his work. He is proud of his hostelry, and loves his staff. Uli came to Middenheim a few years ago after serving in one of the mercenary companies that worked the northern Empire. If treated well and bought a drink or two, preferably good ale, Uli can be friendly and cooperative. He knows a lot about the seedier aspects of Middenheim life, having spent some time as a bawd in between arriving in Middenheim and purchasing the tavern.

KURT GRUBER, BARMAN

Kurt is also an affable sort who fancies himself an amusing raconteur and an optimist — everything will turn out well in the end. He is a little tedious after you've heard him run through his best jokes, which he likes to repeat, but he does have a lot of good ones (he teases Tiasmara with Halfling jokes).

ULI BREITNER, PROPRIETOR – MERCHANT, FORMER RECRUIT AND BAWD (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	44	26	33	51	28	33	39	44	45	46	17

Skills: Athletics 43, Animal Care 49, Bribery 56, Charm 56, Climb 43, Consume Alcohol 51, Entertain (Singing) 56, Evaluate 54, Drive 38, Gamble 49, Gossip 51, Haggle 61, Intuition 35, Language (Tilean 46, Guilder 46), Lore (Middenheim 64, Tilea 64), Melee (Basic 59, Brawling 54, Two-Handed 59), Perception 36, Perform (Juggle) 51, Sleight of Hand 45

Talents: Ambidextrous, Blather, Coolheaded, Dealmaker, Diceman, Read/Write, Savvy

Trappings: Knuckledusters, Club and Shield behind Bar, Zweihander and Leather Jerkin in private room, The Templar's Arms Inn, 2 GCs in belt pouch.

KURT GRUBER, BARMAN

HUMAN TOWNSMAN, FORMER RECRUIT (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	43	32	35	45	30	32	33	38	39	28	12

Skills: Charm 35, Climb 45, Cool 44, Consume Alcohol 55, Drive 47, Dodge 42, Endurance 50, Entertain (Comedy) 35, Consume Alcohol 49, Drive 42, Dodge 42, Gamble 48, Gossip 38, Haggle 38, Lore (Middenheim) 48, Melee (Basic) 53

Talents: Diceman, Doomed (*A horse's hooves clatter down upon the cobbles and the crown*), Etiquette (Servants), Savvy, Warrior Born

Possessions: Leather Jerkin, 2 Daggers, Pouch with 1 GC, 10/-.



KONRAD ALPIGER

A powerfully built man in his mid 40s with short, greying black hair, short-cropped beard and penetrating grey eyes, Konrad is quiet and dour. He gets on with his job and sees to deliveries, odd jobs and carpentry. He drinks little, not being very fond of the stuff. He only works at the bar if trade is busy. His wife died two years ago, and this has undoubtedly contributed to his introversion.

KONRAD ALPIGER – HANDYMAN/BARMAN (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	33	41	44	33	37	41	40	35	38	13

Skills: Charm 43, Climb 51, Consume Alcohol 49, Drive 47, Dodge 47, Gamble 43, Gossip 43, Haggle 53, Lore (Middenheim) 55, Melee (Basic) 55

Talents: Alley Cat, Doomed (*Chittering in the night and a flash of stolen steel*), Etiquette (Servants), Sturdy, Very Resilient

Possessions: Leather jerkin, dagger, club (in cellar), 8 shillings.



RENATA HOEFLEHNER

Renata is in her late 20s with a petite build, ash-blond hair and blue-green eyes. She is efficient and intelligent, and while she happily exchanges banter with folk at the bar she takes no nonsense from them. She is basically friendly but cautious, and has a soft spot for Uli. She hankers after the bright lights somewhat, and any personable Character offering to take her out somewhere smart for the evening would certainly be regarded as a gentleman — but he had better behave like one!

RENATA HOEFLEHNER – BARMAID (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	30	33	34	33	32	33	41	36	37	12

Skills: Athletics 42, Charm 47, Climb 38, Drive 42, Dodge 42, Endurance 49, Gossip 47, Haggle 42, Intuition 43, Perception 38, Stealth (Urban) 42

Talents: Doomed (*Can we not take them alive? Nay, nay, we would have to feed them*), Etiquette (Servants), Savvy, Suave, Strong-Minded, Very Resilient

Possessions: Dagger, gold neck-chain worth 1 GC, gold signet ring worth 1 GC, money box with 29 shillings (in room).



TIASMARA FLARETT

Tiasmara appears in her late 30s in Human terms but is just over 80. She is short and slender (for a Halfling!), with fine tawny-auburn hair and light-brown eyes. Tiasmara is bubbly and bouncy, devoted to (and justifiably proud of) her culinary art. She likes sneaking out of the kitchen every now and then to chat to the customers, telling tall stories about scrumptious

pies 60 ft long, and so on. She has worked for Uli since he took over the inn eight years ago. She considers him a good and generous man. If the party includes a Halfling, Tiasmara will certainly try to get them into the kitchen to talk recipes, while any attractive or charming Halfling Character will get extra food and attention.

TIASMARA FLARETT – COOK (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	22	34	31	27	32	32	53	32	45	60	10

Skills: Athletics 42, Charm 70, Cool 55, Consume Alcohol 47, Dodge 37, Endurance 42, Evaluate 42, Stealth (Urban) 42, Trade (Cook) 68

Talents: Acute Sense (Taste), Artistic, Flee!, Night Vision, Resistance (Chaos), Small, Suave

Possessions: Dagger, silver medallion on chain around neck worth 10 shillings, money box with 57 shillings (hidden in her room).

TEMPLAR'S ARMS



Map I The Templar's Arms

Ground Floor

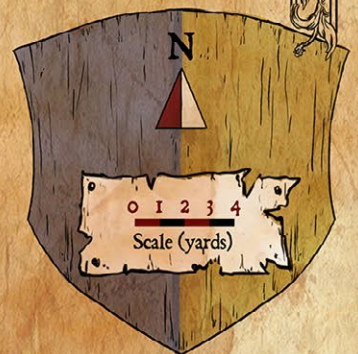


- a - Double Guest Room
- b - Single Guest Room
- c - Hall
- d - Konrad's Room
- e - Food Stores
- f - Store
- g - Tiasmara's Room
- h - Kitchen
- i - Main Bar
- l - to Cellar
- m - Beer and Wine Store
- n - Snug
- o - Walkway

First Floor



- a - Double Guest Room
- b - Large Guest Room
- c - Uli's Room
- d - Large Dining Room
- e - Small Dining Room
- f - Renata's Room
- g - Linen Store



THE PURPLE HAND: A RECAP

Ever since they arrived in Altdorf in *Enemy in Shadows*, the Characters have been watched by agents of the Purple Hand. The cult's leadership believes that one of the Characters is a high-ranking Purple Hand cultist named Kastor Lieberung, who recently came into a rich inheritance. Despite several attempts at contact, however, 'Lieberung' has shown no inclination to hand his wealth over to the cult's leaders as ordered. In fact, there was no inheritance at all — it was a lie, used by a bounty hunter to bait a trap for the cultist — but the Purple Hand's leaders do not know this, and the Characters themselves found out the hard way, during their visit to Bøgenhafen.

Ever since then, Purple Hand agents in every town and city the Characters visited have been trying to make contact and bring 'Lieberung' back to the cult's leadership in Middenheim. Now — thanks, apparently, to the ingenuity of a merchant named Matthias Blucher — the errant Magister is in Middenheim, and almost within the cult's grasp — but it so happens that the cult's leaders are preoccupied with an even grander plan.

A PURPLE HAND WELCOME

Having made their way into the city successfully, the Characters will no doubt be eager to find Hoffen Strasse, deliver their crate to Captain Scharlach at the sign of the Crossed Keys, and receive the rest of their payment. Once they've completed that task, they can find a place to stay, get the lay of the land, and follow up on the various leads that have brought them here: the Purple Hand; Gotthard von Wittgenstein; and Skaven and the missing Wittgenstein warystone.

If the Characters have been intelligent and perceptive — and flexible enough in their ethics to ignore orders and open the crate and/or its accompanying letter — they may well suspect that they are being led into a trap. They will approach Hoffen Strasse with caution, but they must still go there: whether they expect to find a paying customer or a cultist ambush, it is the only lead they have.

HOFFEN STRASSE

Hoffen Strasse runs from the commercial Kaufseit district into the menacing Ostwald slums (p. 36). The Crossed Keys lies almost exactly on the border between the two districts. It is a four-storey house with a locksmith's shop on the ground floor, marked by a sign bearing the image of two crossed keys. Like many buildings of this type, the upper floor can be occupied by the shop's proprietor and their family, or rented out to others.

As the Characters approach, they can see that both house and shop are boarded up. The shutters are fastened, and planks have been nailed across the doors with symbols of Ulric painted on them: wolf's heads, axes, and anti-Sigmarite slogans. The house is clearly empty.

If the Characters ask locals about the house, one of two things will happen. If they are reasonably discreet and make it sound as if they are merely curious, they will be told about the witch hunters and the previous occupants of the building. If they ask after Captain Scharlach and explain that they have an important delivery for him, they will be met with blank looks: the locksmith was Dieter Schlage, they will be told, and the people who lived upstairs were called Bork. No one has ever heard of a Captain Scharlach. If the Characters persist in asking after him, the Watch may be called and they will have to spend several hours answering awkward questions.

The Cruel Truth

Two Imperial witch hunters came up from Altdorf, arrested everybody in the house, and had them burned as Chaos-worshippers. As it happens, they were quite correct — with the exception of the unfortunate locksmith (who was unaware of the cultists sharing the building). The house has been searched, emptied of its contents and boarded up. A merchant named Fuchstun owns the building, and is searching for new tenants, but the place has acquired an evil reputation, and no one has been eager to move in.

Anybody asking after the building's former occupants will be suspected of being Chaos-worshippers themselves. The Characters may draw their own conclusions from this: if nothing else, it should persuade them to open the crate and letter, if they have not already done so, and that in turn should give them a good idea about Blucher's motives in sending them here.

Captain Scharlach, of course, never existed. As explained on page 36, his name is one of several code-names used by members of the Purple Hand. For example, if someone ever asks for Herr Verändern, it means they are a cult member looking for others. To ask for Captain Scharlach means 'I have been sent here by another cult member, and I have no idea what's going on.'



A NEW DIRECTION

As the Characters stand, bewildered, by the empty building — perhaps recalling that a similar building was used to ambush them in Bögenhafen — they may notice that they are being watched. A young guttersnipe, fairly typical for the area, is looking at their crate from across the street, and seems to be trying to decide something. Once any character catches his eye, he ambles across to them.

‘That for Captain Scharlach?’ he asks, as if it is the least important thing in the world. He cannot read, and will respond contemptuously to anyone who directs him to the large and obvious address label on the crate. If the Characters confirm that they are looking for the captain, the boy nods.

‘He sent me to watch for you,’ he says, ‘on account of he thought he was goin’ to be livin’ here, but there was some mix-up, and them as was here already wasn’t lookin’ to move out after all. Not till them witch hunters persuaded them otherwise, anyhow.’ If the Characters point out that the house is empty now, the boy snorts in contempt.

‘Just off the coach, are yer? I can tell. What would a man like the Captain want with this place now, with all the neighbours pointin’ an’ whisperin’? ’E’s ‘is reputation ter consider, after all. Come on, I’ll take yer to ‘im.’ Without looking to see whether the Characters are following, the boy sets off down a side street. If the Characters are late with the delivery, he makes a few choice comments about having had to wait and watch for several days, and observe that some folk have no consideration, what with his time being valuable.

He tosses these comments over his shoulder as he walks, always several yards ahead of the Characters — by the time they have picked up the crate again, he has a good head start — and after a couple of turns down ever-narrower streets, the Characters turn another corner to find an alley in front of them and their guide nowhere in sight. As they head down the alley, looking right and left for any sign of him, four cultists move to block the street behind them, and four more in front. Each one wears something purple.

THE AMBUSH

The attackers consist of seven cultists and one cult priest: a Cult Magus, who is with the group that stands behind the Characters. The cultists in front of the party hold crossbows on them, while those behind wield clubs and axes.

‘Kastor Lieberung!’ the priest calls out — having never seen the Magister Impedimentae personally, he has no idea which character he is addressing — *‘Come with us and repent before the Magister Magistri, and your companions can live!’* If the Characters do not comply, the cultists attack.

It is possible that the Characters can talk themselves out of being shot on the spot, as the cultists are reticent to shoot ‘Kastor Leiberung’ when they are so close to delivering him to the cult’s leadership. His companions, on the other hand, are fair game — as soon as the cult is sure of who Kastor is, they will shoot anyone else who refuses to go along with them. Tales of the slippery Magister and his co-conspirators have spread throughout the cult, and they have no intention of letting him vanish again.



THE WELCOMING COMMITTEE

PURPLE HAND CULTISTS

All the cultists have some purple item of clothing and a purple hand tattoo hidden beneath their clothing (see the box on page 46 for suggestions). Four (in front of the party) have loaded crossbows and clubs or axes hanging from their belts; of the other three, two have axes and one has a club and a barbed net intended for the errant Magister. None of the cultists wear armour.

PURPLE HAND CULTISTS (7)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	43	44	36	39	33	35	29	39	37	26	12

Traits: Ranged (Crossbow) +9, Ranged (Net) +0, Weapon (Club or Axe) +7

Skills: Athletics 45, Dodge 45, Melee (Basic) 54, Ranged (Crossbow 54, Entangling 64)

Trappings: Barbed Net, Crossbows, Hand Weapons (Axes and Clubs)

Barbed Net: A Barbed Net is an Entangling weapon with a range equal to the user's Strength Bonus in yards, and the *Entangle* quality. Treat the net as if it has a Strength of 50, and each attempt to escape it inflicts 1 wound, regardless of the victim's Toughness Bonus or Armour.

CAPTURED!

If the Characters lose this encounter, they will be bound and taken to a Purple Hand safe house to await the judgement of the Magister Magistri. As will be seen, however, he is busy with other things during Carnival week.

During their incarceration in the cellar of an abandoned house, the Characters may overhear their captors speak about 'the great work' that is currently underway. They may also learn that the Borks, burned as cultists, were members of the Purple Hand who were assigned to the Hoffen Strasse house to lie in wait for the Magister Impedimentae. The Borks bravely sacrificed their lives without giving up any of their fellow cultists, and the capture of Kastor Lieberung is a tribute to their loyalty.

The Characters will soon release that no help is coming, so they will have to take measures to free themselves. 'Kastor' may be able to talk their way out of trouble, but stealth, cunning, or violence may be called for.

Be sure not to let too much of the Carnival go by while the Characters linger in imprisonment. If they need some encouragement to arrange a daring escape, have a few members complain loudly about the cost of feeding so many prisoners when Kastor is the only one they *really* need.

PURPLE HAND CULT MAGUS

A purple hooded figure standing ominously behind the Characters, the Cult Magus rarely ventures out of the Purple Hand's own quarters. Her hood, which will inevitably fall down during the fight, conceals a mutation that has turned her hair into a bevy of grasping purple-nailed fingers that disappear down her back.

PURPLE HAND CULT MAGUS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	34	36	41	55	44	35	44	54	51	16

Traits: Fear 2*, Mutation (Grasping Hair), Weapon (Club) +7

Skills: Channelling (Dhar) 68, Dodge 65, Language (Magick) 85, Melee (Basic) 44, Perception 65, Lore (Chaos) 75

* The Spells listed below are those the Magus is willing to use in the capture of Kastor Lieberung. If things start to go badly for them, or the players are having too easy a time of things, feel free to have them let loose with *Tzeentch's Firestorm* (**Enemy in Shadows Companion**, page 83) on everyone involved.

SPELLS

Petty Magic: Dazzle, Dart, Sleep, Shock

Arcane Spells: Drop, Entangle (in the form of cloying purple smoke), Fearsome

Lore of Tzeentch: Treason of Tzeentch

Trappings: Staff; dagger.

The Magus will have already cast *Fearsome* on herself, though this will fade after 5 rounds if the Characters can keep the cultists talking. A **Challenging (+0) Lore (Magick)** Test by a Character with the *Second Sight* talent will notice this.

The Magus will use *Treason of Tzeentch* to weaken the Characters and *Drop* to disarm those with missile weapons, before casting *Entangle* on any obvious spellcaster or another character who looks like a threat. Then, the cultists will rush in and attempt to beat the Characters unconscious with their clubs or the butt-ends of their axe-handles. However, any cultist with an axe will use it to wound an opponent who attacks them with deadly force. The cultist with the net has orders to snare 'Lieberung', and will look to the cult wizard for direction.

THE BLACK AND BLUE HAND

If the Characters defeat the cultists, there will be no further attacks while they are in Middenheim. The whole strength of the Purple Hand in the city is standing by for the news that the Graf is theirs, at which signal they will each perform an assigned task; an assassination here, a house-burning there, and other crimes that will help cement the cult's hold on the city.

CHAPTER 2

MIDDENHEIM



With the Purple Hand ambushers defeated, and the delivery job revealed to have been a trap, the Characters are now free to find their way around Middenheim, follow up on various leads — and experience the city's famous Carnival. As they do so, they begin to uncover an insidious plot within the Graf's court, and find themselves on the trail of the power behind the throne. This chapter is broken into the following sections.

The City gives a brief overview of Middenheim's history, geography, and politics, which the Characters can learn by asking around, overhearing Middenheimers' conversations, and exploring for themselves. While this information is sufficient to run the adventure, **Middenheim — City of the White Wolf** gives a much more detailed view of the city, and explores its almost limitless potential for intrigue and drama.

The Evil Plot lays out the details of the conspiracy that threatens the city, and whose effects are starting to be felt. This information is for the GM only, but the Characters are able to pick up fragments through news, rumours, and personal experiences or random encounters.

The Powers That Be gives a summary of the city's great and good, and how each one is involved in the plot — or not.

Initial Inquiries covers the various leads that the Characters might pursue, and shows how they all lead back to the main plot of the adventure.

THE CITY

Dwarfs and Wizards were among Middenheim's first settlers. Dwarfs were instrumental in building the striking City of the White Wolf, ensuring the foundations they laid were built to last — they don't let anyone forget their contribution to the city's solid infrastructure either, *ever*. Its imposing architecture shows many Dwarf influences, from the dark-grey uniform stone they quarried tirelessly from the rock below to the intricate knotwork carvings that are visible across the city. Middenheim is still home to a large Dwarf population, who take immense pride in their continued contribution to the city's construction.

Early rulers also encouraged wizards to settle there, valuing their help in both construction and defence — for the Drakwald was even less tame then than it is today. Welcomed by the city's rulers and accepted by their neighbours, wizards and alchemists flocked to the city, cementing its reputation as a centre of learning and research.

The sturdy hardwoods of the Drakwald and the dark-grey stone of the Fauschlag, the great plateau of rock on which the city is built, give Middenheim's buildings a certain uniformity. The city is known for its talented stonemasons and builders, and to a man (and Dwarf) they take great pride in constructing buildings that last: it is said that there is not one building in Middenheim without a plaque stating who built it and when.



A joke from Altdorf makes light of this tradition:

Q: What's the best feature of a Middenheim building?

A: It lasts forever.

Q: What's the worst feature of a Middenheim building?

A: It lasts forever.

Middenheimers retort that Altdorf's builders favour style over substance, and like to claim with a deadpan stare that 'Ours stay up longer!'

The rock on which Middenheim stands is honeycombed by the mines and tunnels of the early Dwarf settlers. The Undercity is the realm of the Dwarfs, who form a first line of defence against any threat from below.

A BRIEF HISTORY

Humans of the Teutogen tribe were the first settlers, who reached the top of the rock with the help of a Dwarf clan. Dwarfs have been an important part of Middenheim's population ever since. The Teutogens built a temple to Ulric at the heart of their settlement. Over the centuries and millennia that followed, both temple and city prospered and grew. Today, the city of Middenheim covers the whole of the rock, and the Temple of Ulric is second only in size to the great Temple of Sigmar in Altdorf.

Surrounded by the wild and untamed Drakwald, the City of the White Wolf has come under attack many times, but its massive, Dwarf-built fortifications and its hardy, stubborn people have withstood every foe. The worst attack took place in 1118 IC, on the heels of a devastating outbreak of Black Plague that killed three quarters of the Empire's population. The Skaven swept across the devastated Empire as soon as the plague abated in

1112 IC, finally coming to a halt at the foot of the Fauschlag. The ratmen besieged the city, turning their most terrible weapons on the city's fortifications and tunnelling up through the rock beneath it.

The city's walls withstood everything the Skaven could throw at them, and Dwarf tunnel fighters held the undercity with outstanding bravery and resilience. The siege failed, and Count Mandred von Zelt mounted a counter-attack. His forces burst out of Middenheim like a thunderbolt, shattering the demoralised besiegers and chasing the Skaven army across the Empire. Every victory brought more people flocking to Mandred's banner, and by the time he slew the Skaven warlord Vrrnik of Clan Mors at the Battle of the Howling Hills in 1124 IC, the whole of the Empire was behind him.

Dubbed 'Ratslayer', Mandred became Emperor and set about rebuilding the Empire. The skull of the fallen Warlord was wrought into an enchanted helmet of terrifying aspect that remains one of the city's treasures to this day. Housed safely in the vaults of the Middenpalaz, displayed on a large stone plinth, the skull is a prized relic of Middenheim's military history.

When Mandred was assassinated in 1152 IC, the Electors were unable to agree on a successor, beginning a period of uncertainty that lasted for more than a thousand years. Through the Age of Wars, no one dared attack the impregnable fortress-city. When Graf Heinrich was forced out of Altdorf in 1547 IC after declaring himself Emperor — and beginning the period known to historians as the Age of Three Emperors — he naturally retired to Middenheim. The Empire came close to breaking apart, and Middenland might have become a separate state if the western part of the province had not rebelled against Middenheim and declared allegiance to another self-styled Emperor based in Nuln.

It took an invasion by the forces of Chaos in 2301 IC to reunite the fragmented Empire. Once again, Middenheim survived a prolonged siege, and when Magnus the Pious led his great army there in the following year, the City of the White Wolf became a vital staging-post for the campaign to free Kislev from the Chaos hordes.

The last two centuries have been comparatively tranquil. Dwarf tunnel fighters and Human sewer jacks still patrol the undercity and deal with the occasional threat. Like his predecessors, the Graf sponsors regular expeditions into the Drakwald to keep its population of beastmen and other monsters from reaching dangerous levels. Meanwhile the city has quietly prospered through trade, pilgrimage, and academic prestige. Trade of metal ore, slate and minerals from the Middle Mountains, flows profitably through the city and out across the Empire.

Followers of Ulric flock to the city's great temple from far and wide. Pilgrims in need of sustenance and a place to rest their virtuous heads line the pockets of many satisfied tavern owners, hawkers and stallholders selling cheap mementoes. The city's traditionally liberal attitude has attracted scholars and wizards, raising the Collegium Theologia from its origins as a school for Ulrican priests to one of the Empire's great universities.



THE PEOPLE

Middenheimers take after their city: proud, hard, and pragmatic. This makes the city especially attractive to Dwarfs — but to outsiders, the people of Middenheim can often appear rude.

For example, here is a newcomer to the city, asking for directions.

Q: Excuse me — sorry to bother you, but I seem to be lost. I wonder, would you be so kind as to direct me to the Royal College of Music?

To a Middenheimer intent on their own business, all the fine speech is redundant. They will be several paces away before the newcomer can even finish the question. If the Middenheimer is in a particularly forgiving mood, the questioner may be treated to a 'No' flung over one shoulder in passing.

Here is how it is done in Middenheim.

Q: Royal College of Music?

A: First left, second right!

Middenheimers are noted for their love of privacy, and resent intrusion of any sort. This gives the city a quietly liberal air, since most people mind their own business and make a point of not interfering in other people's affairs. No one has to like their neighbours, but everyone is expected to tolerate everyone else, so long as the favour is returned in kind. This attitude changes during Carnival Week, however, when the city and its people welcome all manner of visitors and take an intense interest in the festivities and revellers alike — but more of that later.

Middenheim's large Dwarf community attracts many Dwarf travellers, either relatives visiting their clan or Dwarfs new to Middenheim but curious to visit the impressive city. They can often be seen wandering the city in family groups, visiting buildings constructed by their ancestors or the ancestors of their relatives. Resident Dwarfs mainly work as engineers, builders, and skilled artisans of other types. Dwarfs have a long and honourable involvement with the city, and this is reflected in the respect they are generally accorded by Middenheim's other inhabitants.

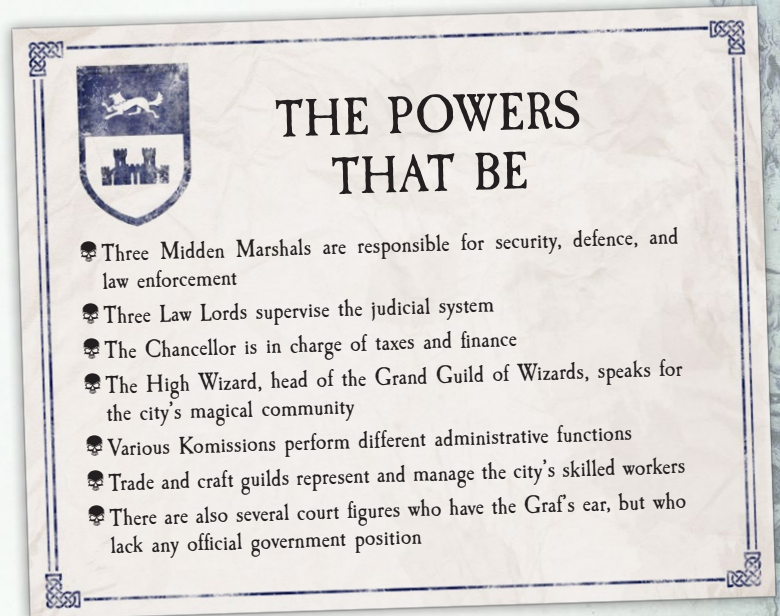
The other species feel less at home here. Halflings are the next most common, and generally work as cooks and innkeepers, although the Kleinmoot district is home to a considerable number of Halfling artisans. Middenheim's culture does not encourage their natural friendliness and love of gossip, so most of the city's Halflings prefer the company of their own kind.

For all its friendliness toward wizards, Middenheim is a hard city for an Elf to live in. The stark and unlovely architecture, the large numbers of dour and grumpy Dwarfs, and the prosaic, workaday culture make the city cold and unwelcoming. With that said, however, a few Elves have found very comfortable positions in the households of the city's upper classes, where their culture and artistic talents are admired.

GOVERNMENT

Middenheim is ruled by Graf Boris Todbringer. He is supported by a powerful group of advisors and confidants, who are detailed in **Chapter 5**. The Graf maintains direct rule over a radius of some 30 miles from the city proper, and also governs the province of Nordland.

Under the Graf, several organisations and individuals are responsible for various aspects of the city's day-to-day operations.



THE GRAF

The Todbringer line is very distinguished: its name is recorded in the earliest writings of the Teutogen people. Graf Boris married young, taking the elegant Maria von Richthofen as his bride. One year later, Maria died giving birth to Baron Stefan, the Graf's only legitimate child and his legal heir.

Only a few months previous to Stefan's birth, the Graf fathered an illegitimate son, Heinrich, with a Lady-at-Court. It has been rumoured that Heinrich was conceived the night before the Graf's marriage to Maria.

A sickly child, Baron Stefan became increasingly distant and quiet as he grew. Today, he seems to understand little of what goes on around him, and is incapable of coherent speech. He spends most of his time staring blankly into space. Even so, he is the Graf's sole legal heir.

Heinrich, on the other hand, grew into a vigorous and capable young man. The Graf officially recognised him as his son, and gave him a title and lands, but Heinrich is still barred from the succession. He is currently away from the city, but takes a great interest in events there.

The Graf's daughter Katarina, affectionately known as 'the Princess', was born to another Lady at Court. Again, the Graf officially recognised her, and granted her the title of Baroness. But like Heinrich, the circumstances of Katarina's birth bar her from the succession — leaving Stefan as the sole legal heir to one of the highest titles in the Empire.

For this reason, ten years ago the Graf, then 37, took a second wife: the beautiful Anika-Elise Nikse, daughter of Baron Rudolph von Niske of Nordland. It was no secret that the offspring of this marriage would be heir to Middenheim. Unfortunately, the marriage was unfruitful. Anika-Elise died from a strange illness a few months ago.

Following her death, the Graf has sunk into a deep depression, leaving more and more of the tasks of government to his trusted advisors.

THE TODBRINGER FAMILY

What follows is a description of the men of the Todbringer family — 'Princess' Katarina may well play a more important role in the adventure, and is discussed in detail on page 120.



GRAF BORIS TODBRINGER

At 6' 1", the Graf once struck an imposing figure. Looking less youthful as of late, his brown hair thinning and one impressive moustache going unkempt, Graf Boris is rather a sad figure now. He cannot sustain concentration long, spends most of his time in bed, and if he must appear in the throne room of his Palace he is swathed in blankets. Treat this as a particularly bad Malaise, which has afflicted the Graf with 3 *Fatigued* Conditions — effectively applying -30 to all Tests.

GRAF BORIS TODBRINGER, IMPERIAL ELECTOR NOBLE LORD (GOLD 7)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	71	42	52	57	68	53	55	62	68	66	26

Traits: Animosity (those he feels have wronged him)

Skills: Art (Calligraphy) 75, Athletics 73, Bribery 86, Charm 86, Consume Alcohol 62, Cool 88, Dodge 73, Drive 73, Endurance 77, Entertain (Speeches 76, Storytelling 71), Evaluate 72, Gamble 72, Gossip 81, Haggle 81, Heal 67, Intimidate 72, Intuition 88, Language (Ancient Teutogen 72, Battle 72, Classical 82, Khazalid 67), Leadership 91, Lore (Arts 72, Empire 72, History 77, Law 72, Middenheim 82, Middenland 82, Nordland 77, Politics 77, Warfare 82), Melee (Basic 91, Cavalry 87, Fencing 81), Navigation 88, Outdoor Survival 82, Perception 83, Perform (Dancing) 63, Play (Harpsichord) 65, Ranged (Bow) 62, Ride (Horse) 73

Talents: Beat Blade 2, Blather 2, Carouser, Combat Reflexes 3, Commanding Presence 3, Dealmaker, Disarm 2, Distract, Doomed (*Vengeance made for vengeance repaid be then dragged down, ript and slayd*), Etiquette (Guilders, Nobles, Soldiers), Feint 2, Gregarious, Hardy, Inspiring 3, Iron Will 3, Luck 2, Noble Blood, Public Speaking 2, Read/Write, Reversal, Riposte 2, Savvy, Step Aside 2, Stout-hearted 2, Suave, Tenacious, Very Resilient, Warleader 2, Wealthy 10

Trappings: The Middenland Runefang (*Peak Leveller*), Full Plate (*Best Quality*), Grand Duchy of Middenheim, Wardenship of the Barony of Nordland, Royal Garb (*Best Quality*), The Middenheim City Coffers and Crown Jewels, Various Lands and Estates throughout the Empire

BEING BORIS TODBRINGER

Depending on the events of the Carnival, the Character's ability to talk their way into important places, or the sword hand of whoever challenges the Graf's Champion (page 73), you may well have to portray Graf Boris Todbringer during his illness. In doing so, you should bear in mind that while the Graf is greatly accomplished politically and physically, he is not the man he once was. His voice is deep, but seems to waver, and he often changes subjects abruptly and for no ready reason. He is easily distracted, and may occasionally forget who he is talking to and about what. If a Character becomes the new Champion, he is certain to call them Dieter at least once.

However, in all this, try to make him a sympathetic Character. Despite his grief, the Graf has moments of great insight, and may recognise the provenance of a Character's weapon, armour, or accent after just a moment's observation. If he takes a liking to a Character he may well indulge them for a while before his mind wanders. Have him ask someone powerful, such as the Chancellor, to fetch a bottle of brandy from his private store as a gift for a charming or respectful Character — this will be both memorable and endearing. The adventure will proceed more smoothly if the Characters feel motivated to protect the Graf.



BARON STEFAN TODBRINGER

Stefan did not inherit his father's imposing figure. Of medium build, with brown hair and brown eyes, Stefan has suffered from birth with a barely understood and poorly treated disability. His condition has baffled a steady stream of medics over the years. Most of the time Stefan sits and stares straight ahead without making eye contact, barely blinking. His silent and still demeanour is punctuated by bouts of manic behaviour involving frantic hyperactivity, and currently his left hand is tightly bound and splinted as a result of a self-inflicted injury. However, his condition has improved recently with the appointment of Luigi Pavarotti to be Stefan's personal physician.

BARON STEFAN TODBRINGER – STRUGGLING HEIR

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	15	36	31	14	22	21	15	15	15	10

Traits: Afraid (Strangers)

Skills: Athletics 44, Dodge 33

Trappings: Clothing

THE PRODIGAL SON

Baron Heinrich is an impressive figure, and in many ways looks like an appealing successor to the troubled Graf and his ailing heir Stefan. The law is clear however, and should Heinrich be named heir the political repercussions for the Todbringers would be severe, paving the way for several other claimants.

At the moment Heinrich, in the company of Vieiran Thugenheim, is in Ostland on a diplomatic mission of some sensitivity. Middenheim was recently gifted a Dwarf Balloon – a gift the Dwarfs have come to regret given the recent taxation troubles – and this has allowed Heinrich to extend the reach of his father's diplomacy. While Baron Heinrich would make a useful ally, he does not play an important part in this adventure.



BARON HEINRICH TODBRINGER

Heinrich is a giant of a man, standing 6' 11" with a powerful build, dark-auburn hair and blue-grey eyes. He is also every bit as intimidating intellectually as he is physically. He is a confident, self-assured man, but is currently weighed down with concern for his father and brother, and for the future of Middenheim. However, his illegitimate birth limits his ability to take action without being accused of usurpation, and he serves the city by engaging in diplomatic missions. He is currently away, but has agents in Middenheim reporting back to him.

BARON HEINRICH TODBRINGER – ENVOY (GOLD 2) FORMER ADVISOR, FORMER WARDEN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	46	61	52	36	44	31	49	51	44	22

Skills: Athletics 54, Cool 61, Consume Alcohol 57, Charm 54, Drive 54, Dodge 54, Endurance 62, Gossip 54, Intuition 46, Lore (Middenheim 59, Ostland 54, Altdorf 54), Melee (Basic) 55, Perception 46, Ride (Horse) 54, Row 66, Secret Signs (Middenheim Spy Network) 54, Stealth (Urban 59, Rural 54)

Talents: Etiquette (Nobles), Night Vision, Read/Write, Seasoned Traveller, Strike to Stun

Trappings: Bundle of Diplomatic Papers, Fine but Sensible Courtly Dress, Ring of Spies throughout Middenheim

When expecting trouble, or if he wants to make an impression, Heinrich wears a full suit of plate armour and carries the magical two-handed sword, *Rathewer*, which enjoys the *Impact* Quality when used against Skaven. He is said to have acquired this weapon during a prolonged diplomatic mission to the court of the Tilean City State of Miragliano. It was while in Miragliano that Heinrich first heard of the amazing powers of Luigi Pavarotti, who was invited to take the post of court physician and tend to Stefan.

RELIGION

As might be expected, the main cult in Middenheim is that of Ulric. In addition to being the High Priest of the city's temple to Ulric, and the head of the Empire's second largest religion, Ar-Ulric is an Imperial Elector. The city's huge Temple of Ulric reflects the cult's power and prestige within the city. While Middenheimers in general are not especially devout, almost all of them pray to Ulric to look after themselves, their families, and their city.

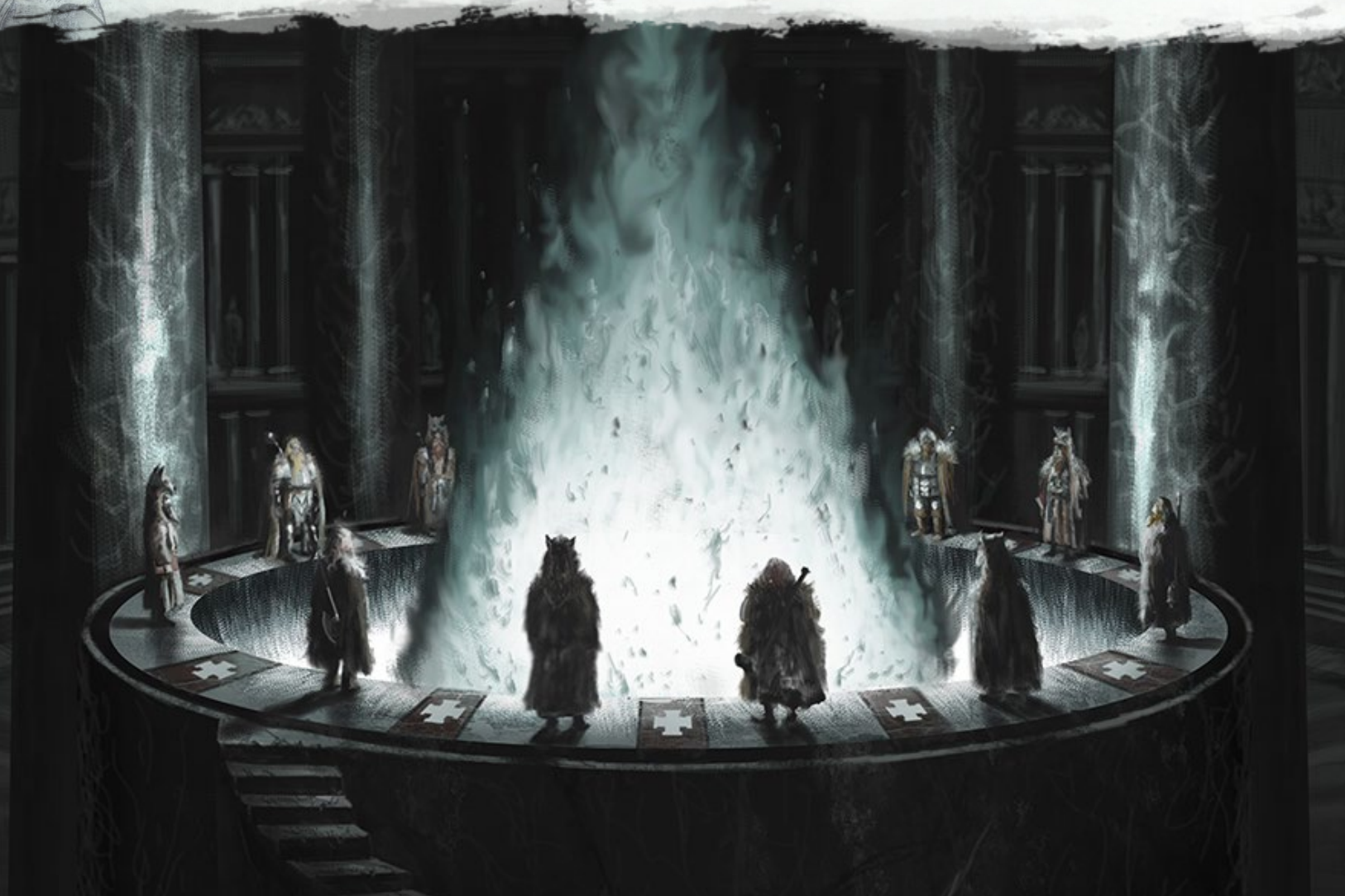
Several other cults also maintain temples in Middenheim. Like every other Imperial city and town, Middenheim has a temple to Sigmar — although it is significantly smaller than the Temple of Ulric. Historical rivalries between the two cults — one local, the other national — have reached boiling point over recent months, and followers of Sigmar are not especially popular in the city.

In addition, the cults of Verena, Shallya, and Myrmidia maintain temples in the city, and there is a shrine to Morr in the great cemetery of Morrspark. The city's Dwarf community maintains a chapel to Grungni. While there is no formal temple to the Halfling goddess Esmeralda, every Halfling home and business in the Kleinemoot has a small shrine dedicated to her as well as to the spirits of the family's ancestors.

Growing Tensions

Middenheim, and Middenland in general, have always been loyal to Ulric, and its people have always had a stubborn, independent streak that makes them slightly contemptuous of the airs put on by Altdorfers. Some look back with misplaced fondness to the Age of Three Emperors, and dream of an independent Middenland free from southern interference. Although Altdorf stands roughly in the middle of the Empire, many Middenlanders regard everywhere south of the Drakwald as 'the south' — a land of undeserved wealth and ease, populated by effete, untrustworthy, Sigmar-worshipping milksops.

Always a palpable undercurrent in local attitudes to outsiders, in recent years these religious and social differences have grown to greater and more dangerous prominence. While most Middenlanders dismiss the vagaries of 'southerners' with a tut, a roll of the eyes, and the occasional pride-puncturing prank, a more militant attitude has been growing and spreading. Middenland separatists, long dismissed as romantic but harmless cranks, have become better organised and more vocal, winning increasing support among the poor and under-educated with their simplistic rhetoric and rose-coloured promises of independence. Carroburg, the southern capital of Middenland, is portrayed as being too close — physically and politically — to Altdorf, and these nationalists look to the city state of Middenheim as the natural capital of 'free' Middenland.



In Middenheim's streets and taverns, demagogues are speaking out with growing vitriol against southern control, promising that independence will divert endless rivers of tax revenue from Altdorf into the purses of ordinary Middenlanders — so much money, in fact, that the priesthoods of Ulric and Shallya will be able to treat every sick or injured person for free. Middenland will be free to treat with Marienburg, Kislev, and elsewhere, boosting prosperity further. As a result, goods from elsewhere in the Empire will be taxed, and those from other provinces will be banned from the guild membership, ensuring that every true Middenlander prospers.

'*Middenland for Middenfolk*' has become the slogan for a bundle of policies, embraced with glee by elements of Middenheim's poor as an excuse to attack and rob Altdorfers, Sigmarites, those of foreign lands, and anyone else — including more moderate Middenheimers, whom they characterise as traitors and 'Sigmorons'. The Sons of Ulric, once a tiny group of extremists who no one took seriously, have emerged as an umbrella organisation uniting a wide range of groups ranging from Human supremacists to Ulrican fundamentalists. Its leaders remain obscure, but demagogues and handbills all over the city spread its semi-coherent doctrine of independence, hate, and endless blame.

Increasingly, the argument has taken on a religious bent. The faceless Imperial bureaucrats whose uncaring decisions keep honest Middenlanders poor — according to the rhetoric, at least — have become identified with the cult of Sigmar, while that of Ulric has become a focus for 'true Middenlanders' to rally around. While Ar-Ulric and the priesthood have refrained from entering the debate, militant Ulricans have whispered that Sigmar, born a mortal, is no more a god than Magnus the Pious, and that his official cult is a southern trick to keep honest, Ulric-fearing folk from power. The legendary figure of Mandred the Ratslayer has been invoked as a symbol of Middenland's glorious past, and a particularly inflammatory rumour claims that his assassination was part of a Sigmarite plot, plunging the Empire into centuries of conflict rather than allowing a northern Emperor.

Growing in numbers and increasingly organised, the Sons of Ulric and their affiliates have become bolder. Attacks on outsiders are becoming more frequent, especially outside the city: beatings and robberies have become common, and several bandit groups now fly banners with crudely painted Ulrican symbols as a justification for their violence. Within the city, a 'truce' has been declared for Carnival week, so that the world can see the traditional hospitality and tolerance that have long been proud Middenlander virtues. Apparently blind to the inherent hypocrisy, most militants confine themselves to comments and vague threats during this time, and avoid actual violence.

So far, the city's government and military commanders have taken no action in response to the growing wave of militancy and religious violence, although it is rumoured that the movement has begun to gain supporters in the rank and file of the Knights of the White Wolf, the largest Templar order of Ulric. It has even been suggested that they may exchange their traditional warhammers for axes, to separate themselves further from the cult of Sigmar, but official sources deny this.

RUMBLINGS OF WAR

The increasing tensions between the Ulrican north and Sigmarite south will come to a head during the events of *Empire in Ruins*, the concluding chapter of *The Enemy Within*. It is vital that this escalation towards a potential civil war in the Empire should feel like a natural outcome of simmering and unaddressed grievances, carefully stoked by individuals and groups with much to gain from strife and warfare. Be sure to make frequent mention of this tension as the Characters play through *Power Behind the Throne*. While the Carnival is a distraction from worldly concerns, demagogues and agitators can be found on every street corner speaking ill of Altdorf, The Emperor, Sigmar, and the current state of The Empire more generally. Have NPCs pepper in some references to their issues with Altdorf rule, and make sure to mention the graffiti that is cropping up around the city as well as children's skipping rhymes and other doggerel heard in snippets around the streets. This need not take centre stage, but if you can establish an atmosphere of impending civil strife it will serve you well down the road.

LAW AND ORDER

Middenheim has a sophisticated legal system, and the practice of law is a profitable one. For this adventure, though, the GM need not worry too much. During Carnival week, many of the normal laws of Middenheim are largely ignored: since so many people converge on the city for the Carnival, the best thing to do with trouble makers is either to lock them up for the whole week, or to expel them on pain of death should they return. The latter sentence works on all but the most persistent miscreants!

Individual Watch Captains are allowed a large degree of discretion — which some abuse — when it comes to minor disturbances. Provided the Characters do nothing seriously wrong, like insulting the Watch Captain, they should get away from any minor brawls with a simple warning. Of course, manslaughter (even in self-defence) is a serious matter. If evidence or witnesses can back up the party's story, they escape immediate arrest — but the Watch keeps an eye on them, and further incidents may be dealt with more harshly.

A standard Watch patrol consists of 1d10 Watchmen led by an Elite Watchman. In wealthy areas, the patrol consists of a similar number of Elite Watchmen led by a member of the Knights Panther, the Graf's personal fighting force. This is slightly different from normal patrols, but during Carnival time everybody has to pitch in — even the Knights Panther.

DISTRICTS

The map at the front of this book shows the layout and some details of Middenheim. The city is home to stinking alleys as well as broad and leafy avenues, and the tone of a location will match that of the district in which it is located.

More details on these and other locations may be found in **Middenheim: City of the White Wolf**.

The Palast District

The area around the Middenpalaz is the most well-kept area of the city. The palace is home to Graf Boris, and several of his advisors and courtiers. The three Midden Marshals (p. 124) have residences near the barracks either side of the Square of Martials.

Watch patrols are extremely frequent in this area, and unless they look like wealthy residents the Characters automatically attract attention — so they had better have a good reason for being there!

The Grafsmund and Nordgarten Districts

This upmarket neighbourhood is home to the city's upper crust. Nobles, merchants, master artisans, and others live here in elegant mansions. Local residents include two of Middenheim's most respected citizens: the Law Lords Reiner Ehrlich and Karl-Heinz Wasmeier. The third Law Lord, Joachim Hoflich, lives in the Palace.

Ever eager to be seen doing its duty, the Watch is very active here. Most residents prefer not to become embroiled in any disturbance or other incident, calling the Watch rather than dealing with 'riff-raff' directly.

The Ulricsmund District

The houses in this upper-middle-class area are comfortable, but smaller than the mansions of Grafsmund-Nordgarten. Notable residents include Deputy Wizard Janna Eberhauer (p. 128).

The Altmarkt and Altquartier Districts

The bustling Altmarkt is home to most of Middenheim's foodstuff trade, and Halflings are a common sight here. The dark and squalid Altquartier is home to many of the city's more disreputable inhabitants. Those who venture here are on their own. The Watch only comes here if absolutely necessary, and then it comes in force: at least a double-sized patrol of 1d10+8 Watchmen led by two Elite Watchmen and a Watch Captain with the profile of a Knights Panther man-at-arms. Life is cheap here, and the locals kill without a second thought, knowing that dead men (and Dwarfs, Elves, and Halflings) tell no tales.

Many of Middenheim's Halflings make their home in Altmarkt, in a sub-district known as the Kleinmoot. While they struggle for official recognition, every Middenheimer knows that anyone asking after 'The Halfling District' should be directed here.

Various illicit activities form a large part of the local economy, and one local den of iniquity, The Pit (page 94), is an important location in this adventure.

The Southgate and Ostwald Districts

The Southgate is a poor but respectable residential area. Residents are hardened by poverty but share a sense of honour and community. The same cannot be said of Ostwald. It is said to be as dangerous as the Altquartier, although Ostwald footpads generally stop short of killing their victims. Again, the Watch rarely patrols this area, and then only in force. People here keep what they know to themselves, unless they know something they can sell.

Among Ostwald's run-down buildings is the lair of Brunhilde Klaglich and her minions (page 36): pawns of the adventure's villain who will play a significant role in the adventure's later stages.

The Neumarkt, Osttor and Nordtor Districts

Middenheim's second major market, the Neumarkt deals in everything *except* foodstuffs. Locals maintain that if it can't be found here, it's probably illegal.

The nearby Osttor is a lower-middle-class residential area, home to many of the city's junior clerks and other professionals. With vibrant eating and drinking establishments, it draws a wide range of evening visitors. The Graf's Master of the Hunt, Allavandrel Fanmaris (page 40), maintains a residence in this bohemian district. To the north of Osttor is the Nordtor district, which whilst still broadly respectable, has seen better days. The Royal College of Music was founded here centuries ago.

The Freiburg

The area around Middenheim's famed university, the Collegium Theologica, is popular with academics, wizards, and priests. Students and artists also throng here to drink, talk (including some discussions that would be regarded as seditious in any other place), and test the patience of their more strait-laced neighbours.

The Wynd

The majority of houses in this artisans' quarter are both home and workshop. The population consists mainly of mundane craftsmen such as cobblers and smiths. The residents have a strong sense of community, and hostile visitors may find that a whole street will *not* mind its own business if one of its traders appears to be in trouble.

The Westor and Sudgarten Districts

This residential area is popular with priests, since there are three temples here. Residents tend to be slightly more pious than the average Middenheimer, but not uncomfortably so.

Geldmund, Kaufseit and Brotkopfs

Together, these three areas form the city's commercial hub. Most merchants live in the residential Geldmund area, and walk to their places of business nearby. One of the larger homes is owned by Gotthard Wallenstein (page 142), the Chairman of both the Merchants' Guild and the Kommission for Trade, Commerce and Taxation — though he is not often to be found here.



CHAPTER 3

THE EVIL PLOT



THE SHORT VERSION

The highly respected Law Lord Karl-Heinz Wasmeier is secretly a member of the Purple Hand cult. As part of the cult's scheme to destabilise the Empire, he plans to turn the fortress-city of Middenheim into a secret bastion of Chaos. First, though, he needs to get rid of the key elements of Middenheim's defences.

The city's Dwarf community is large and long-established; they helped build the city's defences, and still keep the undercity clear of threats. The city's priests and wizards also play a major role, both in strengthening the city's fortifications, and in identifying and eliminating threats. Wasmeier's new taxes focus on all of these groups, with the aim of driving them out of the city for good.

THE TAXES

Wasmeier has designed the taxes to be unjust, wishing to cause the maximum ill-will. Dwarfs and wizards are insulted: both groups have served the city for hundreds of years. The Temple Tax has caused the least upset so far, since the largest cult in Middenheim, that of Ulric, is effectively silenced by the tacit support shown by its High Priest.

All three taxes are in two parts, one directed at individuals and the other aimed at institutions. They have been drawn up by expert lawyers so – while they may be unfair – they cannot be challenged on legal grounds. At the time of the adventure, the taxes have been in force for nearly a month. The first monthly collection is due on the day after the Carnival ends.

TAXES ON INDIVIDUALS

Priests, Dwarfs, and wizards are forced to pay on entry to the city, and at the end of each month or on leaving the city (whichever comes first). The actual rate of tax is based on an individual's wealth at the time. On entering or leaving the city, people are assessed as to how much wealth they have with them.

An important aspect to this tax is that *'individuals, whomsoever they shall be, will be deemed liable to the aforementioned tax once, and if they have crossed the Middenheim City State boundary.'* Since Middenheim's State border is some 30 miles away, individuals cannot escape payment by refusing to enter the city proper.

The following table shows the rates of tax levied at the gates.

Assessment (GCs)	Percentage Tax
0–100	5%
101–500	10%
501–1,000	20%
1,001–5,000	40%
5,001–10,000+	50%

At the monthly collection, individuals pay either 10% of the value of any property they own, or 10% of their assessed personal wealth (if they do not own property). These amounts are guidelines only – when dealing with Characters, the officials should take enough money to make them angry and indignant, but leave them enough to be able to cover their expenses during the adventure.

TAXES ON INSTITUTIONS

The Temple Tax: Temples pay 10 shillings for every square yard of ground they own, collected at the end of every month.

The Dwarf Tax: With around 300 members, the Middenheim Dwarven Engineers' Guild is the largest in the Empire. As a consequence, Wasmeier decided to levy a tax based on the number of members at the rate of 1 GC each, collected every month.

The Wizard Tax: The Grand Guild of Wizards is taxed on all magical equipment brought into the city: paper, ink, glassware, chemicals, and so on. In effect, this means everything destined for the Guild. The amount payable is 10% of the gross value, collected at the gates. The fact that writing paper is used a lot by the Guild has led to the levy also being known as the 'Scroll Tax'.



THE GRAF

The recent death of his second wife has affected Graf Boris deeply. Normally a vigorous and strong-minded man, he has sunk into a deep depression, and is incapable of making any decision or discussing the city's affairs. Between his grief and the succession crisis — Baron Stefan, his only legitimate heir, is unfit to ascend to the throne — he does not know what to do. Wasmeier saw his opportunity, and began working to push the taxes through.

THE LAW LORDS Ehrlich, Hofflich, and Wasmeier

Of course, Wasmeier was only one of three Law Lords. The other two could veto his proposed taxes, so he found ways to deal with them. The upright and incorruptible Joachim Hofflich was secretly murdered, and replaced by a *Doppelgänger*, a shapeshifting creature that Wasmeier coached to imitate him. To control the erudite and thoughtful Reiner Ehrlich, Wasmeier kidnapped Reya, his beloved niece, and made it clear her safety was dependent on Ehrlich's cooperation.

The Law Lords always present a united front when advising the Graf, so Wasmeier was able to oppose the new taxes in public — conveniently directing suspicion away from himself — while manipulating his two colleagues into overruling him.

THE CHANCELLOR

Josef Sparsam did not need such drastic action: he is always in favour of any measure that raises more money. However, Wasmeier was glad to learn of the Chancellor's weakness for certain alchemical powders, and is using this knowledge to keep Sparsam's support for the taxes from wavering in the face of a public backlash.

THE HIGH PRIEST

As the head of the cult of Ulric, the high priest Ar-Ulric has considerable influence over the Graf. Wasmeier worried about this, as well as Ar-Ulric's opposition to the taxes, especially the Temple Tax — until his agents uncovered a secret that would place the powerful priest in the palm of Wasmeier's hand. For some time, Ar-Ulric had been carrying on a secret affair, in violation of his vow of celibacy. Best of all, the affair was with Emmanuelle Schlagen, the Graf's paramour.

Armed with stolen love-letters that could destroy Ar-Ulric's career and might even see him executed for treason, Wasmeier knew he could control the priest — and that the Graf's paramour would also exert her influence on his behalf, rather than see the affair exposed.

THE GRAF'S CHAMPION

Dieter Schmiedehammer is a popular figure around Middenheim. Whilst his duty to defend Boris Todbringer in judicial combat is largely a ceremonial one, he is still regarded as the doughty and honourable champion of the city as well as of the Graf. An ambush was laid in one of Dieter's favourite watering-holes, and he was kidnapped and hypnotised. He has no memory of the event, but now he finds himself speaking out in favour of the new taxes whenever they are mentioned.

OTHER MAJOR NPCs

Wasmeier judges — quite correctly — that these steps have given him enough influence over the Graf to ensure that the taxes will be passed. The other major NPCs have not yet formed any opinion on the matter, although Wasmeier is watching them closely.

THE END-GAME

At the time of the adventure, Wasmeier effectively controls the Graf, and through him the city. However, his control is fragile: if any one of his victims should turn on him, all would be lost. Therefore, he plans a daring and brilliant coup to cement his control.

The first month's taxes are due at the end of Carnival week. At this time Wasmeier expects resistance from Dwarfs, wizards and priests will be at its strongest: there may be an exodus from the city, or an outright refusal to pay.

On the last night of the Carnival, the *Doppelgänger* is to replace the Graf. To everyone's relief, this 'Graf' rises from his prolonged grief, furious at the way things have spiralled out of control. Learning that Hofflich and Ehrlich were in favour of the new taxes, he summons them to his office. The Graf's messengers find Hofflich's rotting body in his apartment under his desk.

On the desk they discover a note bearing an address where Ar-Ulric's love-letters can be found. After this discovery, the following events will occur swiftly at the *Doppelgänger's* command: news of Ar-Ulric's and Emmanuelle's affair is leaked, leading to public scandal; Ehrlich is dismissed, but kindly, given the pressure that was brought to bear on him, and Wasmeier is the only Law Lord standing. Reya will be handed over to the Ordo Novitiae of the Nuln cell of Purple Hand, who will induct her into the worship of Tzeentch.

Shortly afterward, the Chancellor dies in an 'accident' involving a particularly strong dose of Ranald's Delight. Evidence that he was the 'hidden hand' behind the whole plot is found among his papers. The 'Graf' appoints Wasmeier as Chancellor, and he begins appointing allies and puppets to all the vacant posts, including the three Law Lords. Middenheim's defences, already weakened by the taxes, are allowed to run down, and when the attack finally comes, the Purple Hand seizes control of the city, turning it into a bastion for the advancing forces of Chaos.

THE END IS EXTREMELY NIGH

It is possible, though not desirable, for the events of *The Enemy Within* to continue should Wasmeier's plan come to fruition as detailed above. *The Horned Rat*, part four of the campaign, will remain quite playable as is, but Empire in ruins, part five, will require some ingenuity on the part of the GM. While the Characters can claim no true victory without the possibility of failure, be aware that Middenheim's fall to the powers of Chaos will present a challenge not just for the Empire, but for the GM as well.

THE POWERS THAT BE

The evil plot reaches far into the Graf's court — many of the city's most prominent residents are involved in one way or another. Brief descriptions of each of these major NPCs are given below: more detailed NPC sheets can be found among the maps and handouts at the back of this book.

CHANCELLOR JOSEF SPARSAM

The city's financial chief, and a close advisor to the Graf. He supports the taxes, and many people believe they were his idea. Most see him as a distant and uncaring bureaucrat.

DIETER SCHMIEDEHAMMER

The Graf's champion, little seen except when he issues his challenge to all comers at the Carnival (see page 57), although he can sometimes be found out drinking with Rallane Lafarel in the city's better establishments. A lowborn individual who has won renown and position, he is popular in the city — especially since the news broke of his engagement to Kirsten Jung, one of the ladies of the Graf's court. He has to retire from his post as the Graf's champion in order to marry, and many see this as a very romantic thing to do.

RALLANE LAFAREL

The court minstrel is often seen about town, drinking and playing almost anywhere as the whim takes him: he has even been known to serenade people walking in the parks. He is popular (*'not stuck up like some o' them Elves you see'*), but has very few close friends: Dieter Schmeidehammer is one.

KATARINA TODBRINGER

Known as 'the Princess' to one and all, Katarina is universally loved for her beauty, grace, and innocence. She may be only a Graf's daughter by rank, but she has all the attributes of a storybook princess. Young noblewomen copy everything she wears, and young noblemen dream of winning her love. There is constant speculation about whom she might marry and when, which the lack of any official announcement only serves to intensify.

LADY HILDEGARDE ZIMPERLICH

As chaperone to the 'Princess', Lady Hildegard is a polarising figure. Her detractors (mainly young) think that she is an impediment to the ideal love and perfect wedding that must surely be imminent, while her admirers (mostly old) praise her for keeping the young woman's reputation secure, and guiding her morals on an upright path.

THE MIDDEN MARSHALS

Everyone knows that the three Midden Marshals are the city's military commanders. Watch Commander Ulrich Schutzmant keeps the peace within the city; General Johann Schwermutt commands the garrison that mans the walls and gates; and Marshal Maximillian von Genscher commands the joint field army of Middenheim and Middenland. The general opinion is that all three are competent commanders, but few people know them personally.

THE HIGH WIZARD AND HIS DEPUTY

Wizards have played a role in Middenheim's defence since the earliest days, and Middenheim's Grand Guild of Wizards enjoys a great deal of influence within the city. High Wizard Albrecht Helseher and Deputy High Wizard Janna Eberhauer are the faces of the Guild, consulted by the Graf on magical matters, but not generally regarded as members of the court. Helseher is a quiet and reserved man, which leads some citizens to think him very wise but a little stuffy. Eberhauer is younger, more attractive, and more outgoing, all of which make her popular. She is seen as more approachable than her superior, and almost as learned.



INFLUENCING THE GRAF

The Graf of Middenheim has the sole power to pass laws: the Law Lords advise him, but without his assent a law cannot come into effect. There are 11 individuals or groups that influence the Graf to varying degrees. These groups and the weight of their influence, expressed as 17 'influence votes', are as follows.

- ☠ Chancellor Sparsam: 2 votes
- ☠ Champion Schmiedehammer: 1 vote
- ☠ Court Minstrel Lafarel: 1 vote
- ☠ 'Princess' Katarina: 3 votes
- ☠ Chaperone Zimperlich: 1 vote
- ☠ The Military: 1 vote
- ☠ The Wizards: 1 vote
- ☠ High Priest of Ulric: 1 vote
- ☠ Emmanuelle, Graf's Paramour: 2 votes
- ☠ Court Physician Pavarotti: 1 vote
- ☠ The Law Lords: 3 votes

There are, of course, other groups who can gain the ear of the Graf on occasion — the Cults of Ulric and Sigmar, the Merchants' Guild and other guilds, minor nobles, and so on — but this inner circle has the most influence, especially in the Graf's current condition.

Wasmeier has control of 9 of the 17 votes: enough to ensure success even if the others were all to object to the taxes. He has the support of Chancellor Sparsam (2 votes), The Law Lords (3 votes), Emmanuelle and Ar-Ulric (3 votes), and the Champion (1 vote).



AR-ULRIC

No follower of Ulric uses the phrase 'high priest of Ulric' — unless they are explaining his position to an outsider. As head of the second largest religion in the Empire, guardian of Middenheim's most sacred shrine, and an Elector in his own right, Ar-Ulric commands enormous respect in the city. Few know him as an individual, but everyone thinks of a paragon of Ulrican virtues when his name is mentioned.

THE LADIES AT COURT

No court is complete without some ladies to bring it beauty and culture, and to act as guides and aides to visiting dignitaries. Most Middenheimers know, or can work out, that there are four ladies-at-court. Some can name Natascha Sinnlich and Emmanuelle Schlagen, the Graf's Paramour. Middenheimers who frequent the city's top theatres, restaurants, and hostelrys may have seen Petra Liebkosen and Kirsten Jung in the company of Dieter Schmiedehammer and the two Elves, Allavandrel Fanmaris and Rallane Lafarel. Almost everyone knows that Dieter and Kirsten are engaged to be married.

THE KNIGHT ETERNAL

The post of Knight Eternal dates back to Middenheim's earliest history. Everyone knows of the tradition that his presence protects the city in some imprecise, mystical way. Siegfried Prunkvoll is neither the best knight to hold this ceremonial post, nor the worst — but those who know him would certainly agree that he must surely be the most pompous. To everyone else, he is a cipher: they know there is a person inside that suit of armour, and some may know his name, but it is the post that is important, not the man.

ALLAVANDREL FANMARIS

Hunting is a favourite pastime among the Empire's nobility. Every landowner with pretensions to quality sets some of their land aside for a hunting-park. A great ruler like Graf Boris maintains vast hunting estates in the Drakwald. Wood Elf Allavandrel Fanmaris supervises these estates. In town, he has a reputation as a hard drinker and something of a heartbreaker, but Allavandrel's undeniable charisma leads most to see him as a charming rogue rather than a lecherous rake. His defence of his title in the Carnival's archery tournament always draws a crowd: he has been undefeated for as long as most Human residents can remember.

GOTTHARD WALLENSTEIN

If Allavandrel is regarded as a charming rogue, Wallenstein is seen as a rogue of the other variety. The chairman of both the Merchants' Guild and the City Kommission on Commerce, Trade, and Taxation, he walks both sides of the divide between merchants and government, and uses his position to enrich himself first, and his fellow merchants second: everyone else can look out for themselves. Wallenstein is often seen about town, either trying to endear himself to some person of influence at court, or forcing his attention on some attractive young woman. To anyone who is of no use to him, he is unfailingly rude and dismissive.

DOKTOR LUIGI PAVAROTTI

This ebullient Tilean joined the court fairly recently at the suggestion of Baron Heinrich Todbringer, the illegitimate but acknowledged son who serves Graf Boris as a roving ambassador. Larger than life in both personality and appetites, he has become notorious around the city's fleshpots and drinking halls, but all agree that there is no real harm in him. It is rumored that the sickly Baron Stefan, the Graf's legitimate heir, is becoming much stronger under his care.

THE LAW LORDS

Everyone knows that there are three of them, and they advise the Graf on legal matters. Very few can name all three, and almost no one can tell why there are three, or what the differences are between them. Their names are Reiner Ehrlich, Joachim Hoflich, and Karl-Heinz Wasmeier.

They are seldom seen outside the palace or the city's higher courts.

FOR GROGNARDS: THE VILLAIN

Veteran players already know that Wasmeier is the villain of the piece, so you might decide to challenge them by using another of the major NPCs instead. Here are some possibilities.



THE CHANCELLOR

The Purple Hand has long been working to place agents in positions of influence, and the Chancellor is one of the most powerful people in Middenheim. He might have set up a number of red herrings pointing to the Law Lord Wasmeier, who is actually just what he seems: a studious and hard working public servant who is genuinely opposed to the new taxes. Sparsam's agents might even have planted certain documents in Wasmeier's home to incriminate him.



THE MINSTREL

Rallane Lafarel presents a smiling face to the world, but he may have a darker agenda. In this Dwarf-friendly city, few Elves feel truly at home, and Lafarel's rise to position and influence were brought about in part through his allegiance to Tzeentch. Sick of the city's acceptance of Dwarfs, its unlovely architecture, and its lumpish people, he looks forward to bringing the whole place crashing down. He is working with the Purple Hand to make sure that happens. Meanwhile, under the guise of friendly concern, he is visiting the Graf nightly, and playing semi-magical songs that keep his spirits depressed and his senses dulled.

THE CHAPERONE

Hildegarde Zimmerlich secretly despises the Graf and his family. She was born into a respectable family with a small amount of noble blood, and taught to look up to her 'betters'. Yet, she is required to serve a bastard girl — and not the only bastard in the family — and smile upon a master who openly keeps a mistress, even while grieving for his dead wife! All of them disgrace the Todbringer name, and the city they rule is little better. Twisted by bitterness and moral outrage, Hildegarde has decided to bring the whole city crashing down.

Note: Hildegarde thinks that the Purple Hand is a secret society devoted to a puritan form of the Ulrican religion, and has no idea of its links to Chaos.

THE WIZARDS

High Wizard Helseher and his deputy, Janna Eberhauer, have been members of the Purple Hand for some time, seduced by a promise of knowledge and advancement. Together they have formulated this plan to turn Middenheim over to their master, placing the blame on the Law Lords — if they are found out. While they publicly oppose the taxes, they plan to use them to rid the city of all spellcasters who are not loyal to the Changer of the Ways.

THE LADIES AT COURT

Sick of being regarded as mere ornaments to the Graf's court, one or more of these three ladies at court have thrown in their lot with the Purple Hand. In exchange for the promise of power and influence — and perhaps, even rulership — after the city falls, they are pulling strings, all the while seeming the least likely of threats to the Graf and the city. Power-hungry Natasha is the most obvious potential villain of the three, but perhaps Petra's love of gossip masks a keen political mind. The deep-minded Kirsten surely has the intellect to formulate a plan of this complexity. Perhaps all three are acting in concert.



Whichever villain is chosen, the GM will have to make some adjustments to the locations used in Chapter 6, substituting the chosen villain's residence for Wasmeier's house.



FOR GROGNARDS: DEADLY SECRETS

Several of the major NPCs have deadly secrets, which the villain is using to manipulate them. Just like the villain's identity, these secrets can be attached to different NPCs in order to present veteran players with a different challenge.

An NPC's behaviour and attitudes may be affected by a deadly secret, and you should amend the NPC descriptions as necessary. To be sure of success, the villain must control NPCs with a total of at least 9 'influence votes' (see 'Influencing the Graf', on page 40). Also, it is important that the villain does not control Luigi Pavarotti, the Baronial Physician. The Characters may suspect him at first, but he can become an important ally, and may be the only chance to break the hypnotism that affects Dieter. If he were to be controlled by the villain, things would become difficult or even impossible.

RANALD'S DELIGHT

Currently: Chancellor Josef Sparsam.

Alternatives: Dieter Schmiedehammer, one of the Midden Marshals, High Wizard Albrecht Helseher, High Priest Ar-Ulric or Law Lord Reiner Ehrlich.

HYPNOTISM

Currently: Dieter Schmiedehammer.

Alternatives: Chancellor Josef Sparsam, 'Princess' Katarina Todbringer, Watch Commander Ulrich Schutzmann, Emmanuelle Schlagen, or Law Lord Reiner Ehrlich.

RELATIVE OF BRUNO KOHL

Currently: Hildegard Zimmerlich, the Chaperone (unknown to the villain).

Alternatives: Chancellor Josef Sparsam (nephew), one of the Midden Marshals (illegitimate son), High Priest Ar-Ulric (illegitimate son), Emmanuelle Schlagen (half-brother), Petra Liebkosen (half-brother or former lover), Knight Eternal Siegfried Prunkvoll, (brother), or one of the Law Lords (illegitimate son).

This change is an excellent way to connect low status Characters to more courtly figures, and thereby to the plot of the adventure. Criminal Characters known or introduced to Bruno Kohl may provide useful agents for the wayward but patriotic Middenheimer. Bruno may have heard of trouble at the court from his relative, assuming they are more accommodating than Hildegard, and direct the Characters to investigate on his behalf.

AFFAIR AND BLACKMAIL

Currently: Emmanuelle Schlagen and Ar-Ulric.

Almost any pairing will work – so long as there is some scandal to the relationship which a blackmailer could take advantage of. In the case of Emmanuelle, her relationship with Boris Todbringer might prove reason enough, as any rival for his affections could be at risk of punishment.

Equally, any pairing involving Ar-Ulric holds good potential, given his vow of chastity and the scandal it would bring on the Ulrican church were he to be involved in an affair.

High Wizard Albrecht Helseher is married, and the exposure of his infidelity could threaten his position at the guild. An affair between the High Wizard and his Deputy or her sister Janna would smack of nepotism and be similarly problematic.

The Midden Marshals are free to pursue their affections as they wish, but a close relationship with someone of influence at the court could appear inappropriate, especially if it involved another political appointee.

Kirsten's engagement to Dieter also provides room for blackmail if either (or both!) of them were also involved with someone else.

REYA: KIDNAPPED RELATIVE

Currently: Law Lord Reiner Ehrlich (niece).

Alternatives: Chancellor Josef Sparsam (niece or granddaughter); Hildegard Zimmerlich (grand-daughter); one of the Midden Marshals (niece of grand-daughter); High Wizard Albrecht Helseher (niece or grand-daughter); Deputy Wizard Janna Eberhauer (secret daughter); Ar-Ulric (niece or secret daughter); Emmanuelle Schlagen (secret daughter, sister, or half-sister); one of the Ladies-at-Court (secret daughter or younger sister); one of the other Law Lords (niece or secret daughter).

DOPPELGÄNGER

Currently: Law Lord Joachim Hoflich.

Alternatives: Chancellor Josef Sparsam, 'Princess' Katarina Todbringer; one of the Midden Marshals; Emmanuelle Schlagen (the Graf's decline has prevented him from noticing); one of the other Law Lords.

Note that if you choose to have Katarina Todbringer or Ulrich Schutzmann replaced in this way, you may wish to have the original survive in some fashion. They will have a part to play in **The Horned Rat**, the next part of **The Enemy Within**.

FOR GROGNARDS: THE DOPPELGÄNGER

Perhaps the shapechanger impersonating the murdered Law Lord is not a Doppelgänger, but some other kind of creature that presents the Characters with a completely different kind of challenge — especially if they are expecting a Doppelgänger. There are some options presented on this page: a creative GM will be able to think of more.



A SERVANT OF TZEENTCH

While in Bögenhafen, the Characters have encountered Gideon, the shapeshifting Lesser Daemon of Tzeentch who served as an advisor, and ultimate betrayer, to the adventure's villain (**Enemy in Shadows**, pages 54 and 113). As another servant of Tzeentch, the villain may have recruited a similar creature, with similar shapeshifting abilities, to impersonate the murdered party.

LESSER DAEMON OF TZEENTCH

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	60	50	40	30	75	60	35	50	70	45	17

Traits: Champion, Clever, Corruption (Moderate), Daemonic 8+, Disease (Purple Brain Fever), Fear 2, Night Vision, Shapeshifter (see below), Spellcaster (Metal, Tzeentch), Unstable, Weapon +9

Skills & Talents: As appropriate to the role they are playing, as well as Lore (Chaos) 84, Channelling (Metal 74, Tzeentch 85), and Language (Magic) 76.

Shapeshifter: The Daemon can transform at will into any humanoid shape, well enough to pass as a specific person. If it impersonates a specific character, though, anyone acquainted with the 'original' is permitted a **Challenging (+0) Perception** Test to see through the illusion.

A MAGIC TRICK

Perhaps the imposter is not a monster at all, but a confederate of the Purple Hand using some kind of illusion or shapeshifting magic.

The Lore of Shadows Spell *Doppelgänger* (WFRP, page 253) lasts only for a few minutes, but a powerful wizard-artificer could have made a talisman or ring that creates the same effect for as long as the item is worn. The item could serve as a clue to the imposture, since the impersonated character owned nothing like it; and of course, there is always the chance that someone closely acquainted with the subject notices that some mannerism is not quite right.

A magical potion might have a similar effect, but last only 24 hours per dose. In that case, the regular deliveries of fresh doses might be noticed — and of course, if the supply is cut off, the conspirators have to come up with some excuse or diversion quickly, or fresh suspicions will be raised.

A DEAD-ON LIKENESS

Perhaps the murder victim is impersonating himself (or herself) thanks to some necromantic magic. After the murder — which must be neat enough that normal clothing can cover any wounds — the victim was raised as a Zombie or similar creature under the necromancer's control.

The deception can be maintained as long as the body shows no obvious signs of decay — which might be delayed using a more powerful version of the Petty Magic Spell *Conserve*. Speech might be simulated using *Murmured Whisper* or some similar enchantment, coupled with a **Difficult (-10) Perform (Act)** Test to create a convincing version of the character's voice. Disguising the clumsiness of the Zombie's movement is more difficult, but not beyond the scope of magic. Eventually, though, this deception has too many moving parts to withstand close or extended scrutiny: sooner or later, something must inevitably go wrong.

A friendly — or bribed — Vampire might turn the victim undead instead. This process leaves the victim's appearance more or less unchanged, requiring only a little make-up to hide the sudden pallor. The newly undead victim might be controlled by their Vampiric sire (although not explicitly stated in the WFRP rulebook, this is a common piece of Vampire lore that does not seem out of place), ensuring that they go along with the plan — unless, of course, Vampiric urges overwhelm the neonate's will, or the 'sire' Vampire decides to double-cross the Purple Hand and use this well-placed puppet for purposes of their own.



CHAPTER 4

INITIAL INQUIRIES



Given the scheme laid out in **Chapter 3: The Evil Plot**, curious Characters will soon discern that something sinister is afoot in the City of the White Wolf. After having arrived in Middenheim, dealt with the Purple Hand ambush, and encountered Wasmeier's evil plot, the Characters probably want to learn more about the cult and try to destroy it. They may also want to find Gotthard von Wittgenstein and expose the Slaanesh cult of which he is a member. When they first encounter Skaven ('Chaos Strikes by Night,' page 89), they will probably want to pursue them as well, having been frustrated in their previous encounter in Castle Wittgenstein. The last thing they will be expecting is to be drawn into a plot to bring down the city by manipulating its most powerful citizens.

This plot is detailed in the rest of this book. The Purple Hand, the Skaven, and the errant Gotthard von Wittgenstein are all involved to some extent or another: following one or another of these lines of inquiry leads to the adventure's main plot, and vice-versa.

These initial investigations probably take place in the two days before Carnival week begins, as the Characters start to find their way around Middenheim. Optionally, they may have the chance to encounter some of the more sociable and less reclusive major NPCs at this stage, such as the Graf's Champion, the Ladies-at-Court, the Master of the Hunt, and the Court Minstrel — but only if the Characters are in the right kind of place at the right kind of time (see 'Encountering NPCs', page 77).

THE PURPLE HAND

If the Characters survive the initial ambush by Purple Hand cultists (see 'A Purple Hand Welcome,' page 26), there are no further organised attacks: once the Carnival starts, the cult's leadership is preoccupied with the plot to take over Middenheim. Even so, there is always a chance that, at some point during the adventure, a Purple Hand cultist may recognise 'Lieberung'. There is a moment of eye contact; a startled expression; perhaps a hand signal, different from any the Characters have seen before and meaning 'report to the leaders' — and then the cultist tries to melt into the crowd. The Characters may try to follow or capture this individual (see 'Crowds,' page 59), but this will not be an easy task.

If the Characters succeed, they may learn the location of a Purple Hand safe house, and possibly capture one or two cultists — but these will be low-ranking individuals who know only the three or four fellow members of their cell, and the fact that they have been ordered to cease all other activity — including the effort to recover 'Lieberung' — and concentrate their efforts on increasing popular support for the new taxes.

At the GM's option, a captured cultist can fill in a few details that the Characters missed from earlier adventures: Lieberung's high rank within the cult, his promise to hand over the inheritance, and the meanings of any cult signs that the Characters may ask about.

FOR GROGNARDS: FOLLOW THAT PLOT!

'The last thing they (the Players) will be expecting,' says the first paragraph of this chapter, 'is to be drawn into a plot to bring down the city by manipulating its most powerful citizens.' If they are veterans of the first edition campaign, though, this will be the first thing they are expecting. They may ignore everything else, and start trying to make court connections straight away — which, while it does not break the adventure, does take something away from the experience. Here are some suggestions for GMs who find this happening.

The grognard boxes 'The Villain' (page 41) and 'Deadly Secrets' (page 42) offer options for making changes that will restore the challenge of this adventure to players who have already completed it. Once players realise that the roles of various major NPCs have been shuffled, they will be more willing to go back to first principles, and begin an investigation from scratch.

Even if the players remain convinced that they know which NPCs are the best ones to approach, the problem remains of engineering a suitable introduction. The section 'Encountering NPCs' in

Chapter 6 (page 77) shows just how valuable each of the major NPCs can be in this regard, and how easy or difficult each one is to meet.

Having secured a meeting, the Characters must be able to convince a major NPC that they know what is going on — which means they must be able to speak knowledgeably about the situation, making a good case for their suspicions, and presenting convincing evidence. This is very hard to do if the players are working from a distant memory, or if they have not established a level of trust and renown by dealing with other matters.

Even if the identity of the villain does not change, and other details remain the same as they were in the first edition, the Characters find it more difficult to leap frog the early parts of the adventure than grognard players may suppose. The adventure becomes less about how the Characters can find out the truth — although they still need to do so, whatever their respective players may know or remember — and more about how well they work their way into Middenheim's high society. This offers a different challenge, and one that the players may not be expecting.



However, the rank and file does not know that Wasmeier is one of their own — one of their leaders in fact — nor any details of his plot beyond the fact that the new taxes are very important to the cult's leaders.

Low-level cultists do not know the name Gotthard von Wittgenstein, but they may know that a Slaanesh cult is active in the city. An exceptionally well informed cultist may know that this cult is called the Jade Sceptre, and that it recruits mainly among the city's idle and wealthy youth. The two cults are rivals but not enemies, and have taken no overt action against each other: the Jade Sceptre seeks only pleasure, while the Purple Hand seeks power, and already has members in high places — although their identities are not known to the cult's rank and file.

SOMETHING BIG

One unexpected result of interrogating a captured cultist might be the news that the Magister Magistri, the cult's supreme leader, has ordered all operations to stop during Carnival week: this includes the capture of Kastor Lieberung.

No one knows why — it is not for the rank and file to question the Magister's orders — but there have been rumours within the cult that something very big is planned. The captured cultist's whole cell was ordered to keep a low profile until further orders, and do nothing except to continue supporting the new taxes as vocally as they can. **Note:** this has been a general order since the taxes were first proposed a few weeks ago.

This revelation may lead the Characters to suspect that the Purple Hand is behind the new taxes somehow, and even that the taxes play a role in the mysterious 'big plan' that comes to fruition during Carnival week. This should motivate them to start investigating the taxes (see 'The Taxes,' page 37).

Enterprising players may go further, and decide that any vocal supporter of the taxes is a potential Purple Hand cultist. If the Characters are careful, and look for purple items of clothing to help confirm their suspicions, they may be able to capture a few more low-ranking cultists, but they won't be able to add anything to what the Characters already know.

Of course, not everyone who vocally supports the new taxes is a cultist, and incautious Characters may discover that they have captured various other kinds of people, and possibly brought other forms of trouble on themselves. Innocent Middenheimers won't hesitate to go to the Watch with a complaint if they escape or are freed; clerks and scribes from the Kommission for Commerce, Trade, and Taxation will do likewise, and the news of their ordeal will also reach the ears of Gotthard Wallenstein (see below), who will plot reprisals; Sons of Ulric are likely to return with a large number of muscular and determined friends to teach the out-of-towners a potentially fatal lesson; and so on. After a few problematic incidents, the Players probably decide that the best way to track down the Purple Hand is by investigating the taxes themselves.

THE KASTOR LIEBERUNG GAMBIT

By now, the Characters have had plenty of time to develop a deep-seated enmity with the Purple Hand. If the Character who resembles Kastor Lieberung is still alive, they in particular are likely to have suffered from this association with the Magister. However, while this resemblance was a liability throughout *Enemy in Shadows* and *Death on the Reik*, the city of Middenheim presents opportunities for cunning Characters to turn this resemblance to their advantage.

The Purple Hand's organisation (see *Enemy in Shadows Companion*) is obtuse, convoluted, riven with internal machinations, and in some places outright contradictory — all of which pleases Tzeentch greatly. This is something that could work to the Characters' benefit. The Purple Hand makes an attempt to capture or kill them on their arrival in Middenheim, though during the Carnival most Purple Hand activities will cease, but the cultists will still be encountered either due to the Characters tracking them down, or if the cult sends assassins after the Characters if they become too close to unravelling their plans during Carnival week.

One plausible approach for 'Kastor' to take would be to convince some of Middenheim's cultists that, in fact, the bounty put on Kastor Lieberung was related to internal politicking within the Purple Hand, perhaps due to a dispute between the cults leaders in Nuln with those in Middenheim. Most of the cultists are not aware of the grand plan, so this doesn't risk unravelling the entire plot prematurely. A particularly persuasive 'Kastor' may be able to talk some low-level cultists into lending aid, especially if they have had the opportunity to learn some of the cult's hand signals and terminology. Some prolonged interviews with the cultists might even justify a Character being given the opportunity to take the Talent *Etiquette* (*The Purple Hand*) as though it were a part of their current career.

How could the players make use of this? Well, The Purple Hand may well have been monitoring their rivals in The Jade Sceptre, and could possibly guide the Characters in the direction of Gottard Wallenstein. While The Purple Hand does not have any agents close to the Graf who have not already been named, they may well have some lower-ranking members in the palace's general staff. These could be used to gain access to certain restricted areas, to acquire funds or blackmail material, or even to tip the Characters off to 'Frau Kenner' (page 98) and her supply of Ranald's Delight to the Chancellor. They may even provide some muscle on occasion, though the cult's methods are such that this should make many Characters uncomfortable. It is important, of course, that none of these agents know of Wasmeier's real identity — you should take care not to tie the cult to him in any way.

Should this occur, be sure to reinforce the distasteful realities of the Characters counting cultists among their allies. There should be plenty of mentions of terrible acts carried out in the past in Tzeentch's name, and the hope of similar things happening in the future — and, of course, they'll be looking forward to Kastor being there to join in, as well.

THE HEIGHT OF FASHION

As the Characters navigate the highs and lows of Middenheim society, they are certain to be on the lookout for The Purple Hand's signature fashion choice — that of wearing a single item of purple clothing. This ensures that all cultists recognise each other in public. Of course, not everyone who likes a purple hat, indigo coin pouch or raspberry sash is a cultist, so this is an excellent opportunity to play on your Characters' paranoia. Anytime you need to describe an NPC's appearance, use the table below to generate a random item of purple clothing if you wish to sow a little unease.

d100	Item of Clothing
1-10	A distinguished purple hat
11-20	An amulet with an inset stone the colour and shape of a plum
21-30	A shirt or blouse with periwinkle trim
31-40	A hose or skirt with mulberry stitching
41-50	A bold magenta ruff, scarf, or steinkirk
51-60	A violet patch on their elbow
61-70	A bracelet displaying a puce twin-tailed comet
71-80	An earring with a burgundy stone
81-90	A green vest or blouse, with a motif of heather blossom
91-100	Deep-red socks with lavender embroidery

GOTTHARD VON WITTGENSTEIN

The name of von Wittgenstein means nothing to anyone in Middenheim: the family's castle and lands are too far away for the name to be familiar, and Gotthard adopted the alias 'Gotthard Wallenstein' when he moved to the city. Further, the Characters have only a vague idea of what he looks like from a portrait they may have seen in the castle (**Death on the Reik**, page 32). This need not be the case, however. Though it is certainly desirable that the Characters do not identify him too soon, the search for the last of the Wittgensteins can add depth and intrigue to the adventure, and offer you some ways to help a party that is having difficulty.

There are several carnival events at which the Characters might catch a glimpse of Gotthard: all are listed on his NPC card, and all are attended by other major NPCs, whose acquaintance the Characters may be keen to make — especially as the week goes on. While Gotthard is not particularly friendly with any of the others, a party following them around will certainly have a chance to see him. While his face may not be familiar, any character who comes within 2 yd or so may be allowed a **Challenging (+0) Perception** Test to notice that he wears a ring with the Wittgenstein coat of arms on the little finger of his right hand. The Character remembers seeing the same coat of arms in Castle Wittgenstein, and may also remember that in his portrait, Gotthard wore the same ring.

If a chance encounter seems too random, then the Characters might see Gotthard at an event — the Garden Party would be ideal — subjecting one of the ladies-at-court to unwelcome attention. Spurred by gallantry — and by the desire to place an influential NPC in their debt — the Characters go to the rescue, spotting the telltale ring in the process.

Another option is to encounter Gotthard through his involvement with the Jade Sceptre cult. Having learned of the cult's existence from a captured Purple Hand cultist (see above) or by some other means, the Characters may conclude from Gotthard's letter to his sister, and from the chapel to Slaanesh in the castle, that Gotthard is likely to be a member. Careful investigation could lead the Characters to the location of a private party: watching the place, they may see Gotthard going in.

Armed with the knowledge that the city's most influential merchant is a member of a cursed family masquerading under a false name, and/or that he is a member of a Slaanesh-worshipping Chaos cult, the Characters may decide to approach him and threaten blackmail. This leads to the question: what exactly do they want with Gotthard? The party might not have thought of this until now, but he can tell them little about his family that they do not already know, having been away for so long. If he learns that his family is dead and their castle destroyed, Gotthard takes any opportunity to get away. He hires assassins to kill the Characters, and remains in hiding until he is sure they have succeeded.

THE WALLENSTEIN IDENTITY

Ideally, the Characters should learn of Gotthard's true identity early on Festag night, at a time when they are preoccupied with the main plot of the adventure. If they see him out and about, it is always in crowded public places where they have little chance of approaching him directly.

Once they learn that 'Wallenstein' is the chairman of an influential guild and a powerful city Kommission, they realise — with the aid of a **Challenging (+0) Lore (Law)** or similar Test if necessary — that it would be very unwise to accuse such a prominent citizen of anything without overwhelming proof, and several other prominent citizens to back them up.

Since he publicly supports the new taxes, the Characters would do well to begin their investigation of him there, especially if they already know or suspect that the Purple Hand is involved in the taxes (see above). This strategy enables them to gather evidence before making an accusation, and along the way they are able to make the acquaintance of other powerful NPCs, and discover the plot to replace Graf Boris.

A DASH OF PARANOIA

While the Jade Sceptre doesn't share the Purple Hand's penchant for colour coordination, your players may not realise this. Feel free to pepper in the occasional dark-green vest on a suspicious NPC. The harder the players have to think about who they can trust, the better.

THE SKAVEN

On the way to Middenheim, the Characters may have heard rumours about giant rats and rat-headed Beastmen in Middenheim's Undercity. After their encounters with Skaven in **Death on the Reik**, they are probably interested in finding out more. However, this will not be as easy as they might expect.

To most people in the Old World, the Skaven are a myth. Although history records the Skaven Wars of 1,400 years ago, their activities since have been shrouded in secrecy. The Skaven take great care to destroy any evidence of their activities and kill any witnesses, lest their secret nests and tunnels beneath the Old World's great cities should be discovered and a new series of wars ensue. Because of this, most in the Empire — especially in Middenheim, home of Count Mandred von Zelt, the legendary Ratslayer and greatest hero of the Skaven Wars — believe that the entire Skaven race was wiped out in the wars. Middenheimers discount present-day sightings as the product of superstition and hysteria.

Therefore, characters asking about Skaven are likely to encounter scorn and disbelief, and even to be fed ridiculous lines of nonsense by NPCs who want to amuse themselves at the expense of these credulous out-of-towners. Other NPCs may react angrily to such inquiries, their civic pride offended by any suggestion that the ratmen could have escaped detection and extermination.

THOSE WHO KNOW

If the Characters ask the right questions in the right places, though, they may come across someone who knows that the Skaven still exist. Those who know can tell them tales of hair-raising encounters. After the Characters hear enough such tales, a pattern starts to emerge — but by then, the events of the Carnival and the machinations of the Purple Hand require all their attention. Further investigation will have to wait until **The Horned Rat**, in which the Characters will learn more about the dreaded ratmen than they ever wanted to know.

The Rat Catchers

If one wants to know about rats, of course, the best person to ask is a rat catcher. Middenheim's rat catchers are licensed by the Kommission for Health, Education, and Welfare, which is based in the Neumarkt-Osttor district. Anyone who goes there talking about Skaven is dismissed as a crackpot. A more cautious approach, for example, an enquiry about the Rat Catchers' Guild by a prospective member, leads the Characters to the *Regent's House* tavern off Schwanger Allee, where guild members meet in an upstairs room most evenings.

The rat catchers are reluctant to speak of such matters to outsiders, but a few successful **Fellowship** Tests, helped along by a liberal quantity of ale, may establish trust enough to loosen a few tongues. The Characters may learn that rat-headed Beastmen are seen in the Undercity now and again, although no one sober concedes that they are Skaven; they may also confirm the rumours of giant rats.

The Sewer Jacks

In the aftermath of the Skaven Wars Middenheim's sewer jacks were established as a special arm of the City Watch to patrol the Undercity and deal with any threats that might come up from below. Enquiries at any of the city gates lead the Characters to the Watch office on the Square of Martials. A Character with at least one warrior or rat catcher career can pose as a potential recruit, and be introduced to the leader of the sewer jacks, a tough-looking Halfling named Jacko Warble.

Again, some **Fellowship** Tests are needed to establish a level of trust where the Characters can ask about Skaven without being laughed out of the building. But a sewer jack may confirm that Skaven — or creatures very like Skaven — have been encountered in the Undercity, though the sewer jacks have been unable to discover how they get in and out, as they are fond of collapsing tunnels behind them to prevent pursuit.



The Dwarfs

The city's Dwarven community knows the Undercity better than almost any other group. Dwarf Ironbreakers — specialists in underground warfare — often accompany sewer jack patrols. Enquiries at the Kommission for Elven, Dwarven, and Halfling Interests may put the Characters in touch with local Dwarf leaders, and Dwarfs who ask at the Dwarven Engineers' Guild, the Temple of Grungni, or anywhere else associated with the Dwarven community will be directed to Modi Zargul at the *Axe and Barrel Tavern* in the Wynd. The place caters to a Dwarven clientele: its ceilings are 5' 6" high, counting as an enclosed space for Humans and Elves; all non-Dwarfs suffer a -10 penalty to **Fellowship** Tests; and there is a 75% chance that any Dwarf NPC encountered here has *Animosity* toward Elves.

Modi is one of several Ironbreakers in Middenheim, and admits to a fellow Dwarf that he sometimes leads unofficial patrols through the Undercity on the orders of the Dwarf elders. He and his Ironbreakers have encountered Skaven, and are in no doubt that the creatures do exist: *'but if the Manlings like to think otherwise, that's their business. We just kill them when we find them.'*

THE SKAVEN PLOT

The Skaven-worshipping Yellow Fang cult is well established in Middenheim. They have infiltrated organisations such as the Collegium Theologica, the Rat Catchers' Guild, the Sewer Jacks, and various Kommissions. The Yellow Fang monitors the organisations it infiltrates for news of any threat to its masters in the Under-Empire. The cult generates a constant stream of misleading rumour to help obscure Skaven activities.

The Skaven themselves are not unusually active in the city at present, with the exception of the group that kidnapped Reya, Law Lord Ehrlich's niece (see **'Chaos Strikes by Night'**, page 89). Success here helps the Characters free Ehrlich from Wasmeier's control, and set the adventure's finale in motion.

However, the Skaven are not a major part of this adventure, and the players should realise quite quickly that there are other things afoot. If the players become obsessed with the Skaven, you may indulge them if you wish. However, be sure to have NPCs remind them that events involving the Carnival, the taxes, and growing sectarian discontent continue to build quite apart from what any large rats in the sewers may be plotting.

IN THE SHADOW OF THE HORNED RAT

While the role of the Skaven is limited in **Power Behind the Throne**, the species of devious rat-creatures that plagues the Empire, often quite literally, will feature heavily in **The Horned Rat**, part four of **The Enemy Within**. If you intend to run that adventure in the future then NPCs informed of Skaven activities, especially Ulrich Schutzmann, may give the Characters' tales of humanoid rats some consideration. They will also make it clear, however, that any serious investigation will have to wait until after the Carnival has concluded.

RELIGION

Having heard various rumours on the way to Middenheim, the Characters may well try to learn more about the growing tension between the cults of Sigmar and Ulric.

THE SIGMARIAN HERESY

Every Middenheimer, and almost everyone in Middenland and the north, has at least heard of the heresy — or as most Ulricans call it, 'the controversy'. Put simply and shockingly, it proposes that Sigmar's divinity is second to Ulric's — if it even exists at all! They argue strongly that Sigmar was mortal and only became Emperor with the Ar-Ulric's blessing. It was only after his disappearance that Sigmar became a god. They conclude from this that Sigmar is less divine than Ulric, more of a warrior saint than a true god.

Theologians have grappled with this conundrum for centuries, with many heated debates at various councils (in particular, the Council of Nuln and the Council of Tilea): warrior saint, demigod, or deity? Until recently it was regarded more as an exercise in logic — a paradox for students and initiates to study — than as a serious indictment of the Empire's most powerful religion. But now, a growing and vocal faction of fundamentalist Ulricans has begun to embrace it, claiming that it calls into question the legitimacy of the Emperor's rule, and that of all Sigmar's successors.

THE SONS OF ULRIC

The Sons of Ulric are a loose and disorganised confederation of religious fanatics, northern separatists, bigots, and thugs bound together by the common belief that a blood descendant of Ulric ought to lead the official cult. It is no surprise then to learn that many prominent Sons of Ulric go so far as to claim to be blood descendants of Ulric themselves, and invoke their supposed ancestry to justify acts of sedition and violence. The group has no overall leader, central organisation, or coherent agenda.

There have been a number of activities attributed to the Sons of Ulric, including calls for the north to separate from the more Sigmarite south, breaking the Empire into two separate nations. Discrimination against followers of Sigmar ranging from refusing to do business with them to attacks on their temples, homes, and persons is on the increase. Other factors that add to the rising tensions are advocating for laws and taxes that target followers of Sigmar specifically; civil disobedience toward officials from Altdorf; and blaming them for any crime, disaster, or public mishap. They have little love for the official cult, saying that it is weak and that Ar-Ulric ought to be chosen from their own ranks.

Ar-Ulric has publicly called for calm and tolerance, and the group is technically banned from holding assemblies in Middenheim, but he has stopped short of criticising the group's anti-Sigmarite stance — something that followers of Sigmar see as significant. The Graf has condemned the growing lawlessness and violence, and has increased taxes to pay for more watchmen, but he has not disavowed the Sons of Ulric or taken any action against them specifically.

THE GRAND THEOGONIST

A few weeks ago the Grand Theogonist, the leader of the Sigmarite faith, visited Middenheim for talks with the Graf and Ar-Ulric. Although this is not unprecedented in itself, he was accompanied by a much larger escort than usual, which included witch hunters as well as Templars of the Fiery Heart.

The Characters may have encountered the Grand Theogonist and his entourage on the road, and have probably heard of the recent activities of Sigmarite witch hunters in the city. The presence of such a strong force, and the witch hunters' high-handed actions, caused considerable tension; although a strong Watch presence was able to prevent riots. Sons of Ulric have criticised the Graf for meekly allowing this Sigmarite force to enter the city freely and do as it pleased.

Followers of Sigmar are more conciliatory. They are grateful to the Grand Theogonist for coming to Middenheim, and to the Graf and Ar-Ulric for meeting with him. Although no official statements have been made about their discussions, the leaders of Middenheim's Sigmarite community still hope for a peaceful resolution to the growing religious tensions — though some less optimistic souls are packing up and heading south toward Altdorf, counting their blessings (Sigmar's or Ulric's) to be free of whatever reckoning is certain to visit Middenheim soon.

NORTH AND SOUTH

The religious tensions have a significant regional dimension, going back to the tribes that Sigmar united to create the Empire, more than twenty-five hundred years ago. The cult of Ulric is the most powerful religion in the northern provinces, which were the territory of the Teutognens. Sigmar's faith is strongest in the southern homeland of his Unberogen tribe, centred on Altdorf and the Reikland.

If they are Reiklanders, the Characters — the Humans in the party, at least — have almost certainly grown up with a degree of suspicion regarding those from other provinces. In Middenheim, they discover that they themselves are outsiders, and regarded with suspicion. It quickly becomes apparent to them that the Sons of Ulric are using regional differences as well as religious ones to justify their activities.

Even those Middenheimers who do not agree with the rhetoric and violence of the Sons of Ulric may privately admit that they may have a point when it comes to the question of north versus south. They may point out that there are many differences beside religion: northerners are hardier and less flighty than southerners; northern culture places more emphasis on personal integrity while southerners seem to regard profits as a legitimate justification for anything.

All of this, of course, is thinly disguised regional prejudice, which every Middenlander has to some degree, even if they are not consciously aware of it. If pressed, a great many Middenheimers admit that they would prefer for the Emperor to rule the south and Graf Boris the north as co-regents. But a vocal minority claims that complete separation from the Empire would save the north so much in taxes that everyone would enjoy unprecedented prosperity, including the Sons of Ulric.

'RESTORING THE NORTH' OR 'TAKING BACK CONTROL'

A vocal minority state that in order to make Middenheim glorious again, the following need to be addressed.

- ☠ The burdensome regulations on trade cost the north a fortune in lost business.
- ☠ Altdorf places the interests of the south, and the Reikland in particular, over those of the rest of the Empire.
- ☠ Customs charges on luxury goods from the south would generate enormous revenue while not affecting the average northerner at all, enabling the Graf to lower Middenheim's taxes to almost nothing.
- ☠ Southerners and those of foreign lands in general, are flooding into the north at an unprecedented rate, taking jobs, forcing housing prices up, and dominating commerce to an extent that will soon reduce true-born Middenheimers to an underclass in their own city.
- ☠ The controversial new taxes are only necessary because the Graf has to send so much money to Altdorf in taxes.

REFUGEES AND ATROCITIES

The followers of Ulric and Sigmar have very different views on this subject, as might be expected. Most Ulricans believe that the reports of attacks on Sigmarites in Middenheim have been exaggerated, if not completely fabricated. The Sons of Ulric maintain that they are lies spread by agents of the Emperor to justify a planned invasion of the north. The ultimate goal of this planned invasion is to replace the Graf with an Imperial Plenipotentiary from Altdorf in the role of viceroy, abolishing the post of Elector Count and bringing Middenland — and ultimately, the whole of the north — under the direct rule of an Emperor who would be accountable to no one.

While most Middenheimers believe that the numbers of Sigmarite refugees fleeing Middenland have also been exaggerated, some think the count may be accurate, and even take pleasure in the thought that these 'southerners' — for all that many are Middenheim born and bred — are leaving the city to the true Ulricans who belong there.

By contrast, every Sigmarite in Middenheim has a story to tell. Some, especially those who have come from out of town for the Carnival, report no more than occasional rudeness or jostling. But resident Sigmarites disagree with this entirely. They have either experienced discrimination or violence directly, or know someone who has. Tavern brawls and back-alley beatings have escalated to bricks through windows and daubed slogans; one or two suspicious fires have broken out in Sigmarite-owned homes and businesses; and everyone knows at least one family that has packed up and moved south.

A DARK MOTIVE

The Temple Tax and the tax on priests entering the city have the greatest impact on the city's religious community, and Wasmeier has made sure that Ar-Ulric supports them.

The followers of other gods are outraged, and there are rumours — especially among the city's Sigmarite community — that Ar-Ulric not only supports the taxes but suggested them, as part of an organised effort to force other religions out of the city: his cult has amassed great wealth from the city's faithful and visiting pilgrims, and can outlast any of the others.

If the taxes are another weapon in the growing religious strife, then the Graf must be in favour of the suppression of other religions. It seems possible that they may be a prelude to other measures against Sigmar and Altdorf, culminating in the outright secession of Middenheim, Middenland, and much of the north. The Characters cannot be sure until they know more, but with the stakes potentially so high, they must find out the truth.

THE TAXES

Sooner or later, the Characters should come to the conclusion that it would be worthwhile to find out more about the new tax laws that have upset so many people. Depending on their careers, personalities, and inclinations, they have several possible sources, each of which can provide certain information. Of course, each of these sources has its own point of view, which complicates matters somewhat: some ambiguities or downright contradictions may arise, requiring the Characters to sift through the snippets of information they have amassed and put the pieces together as best they can. The GM should not be afraid to repeat items: observant Players realise that confirmations are valuable.

GENERAL SENTIMENTS

Reactions to the new taxes vary widely. Apart from a few, described above — who think the taxes are an Ulrican plot to force out other religions, an Altdorfer conspiracy to weaken the city in preparation for conquest and subjugation, a profiteering move by the Merchants' Guild, or an Elven plot against the city's Dwarfs — the majority of Middenheimers do not much care one way or the other. So long as they are unaffected, the taxes are someone else's problem. A few may grumble about delays at the gates, but that is all.

If the Characters are especially slow to realise the deeper implications of the taxes, they may overhear some bar-room pundit holding forth on the contributions of the Dwarfs, the wizards, and the priests to Middenheim's construction and defence. Over the jeers and groans of his listeners, this prophet of doom loudly maintains that someone high up in the government is trying to drive them all out, clearly for some sinister purpose. Most people, though, are concerned with the pleasures of the Carnival, and with their own day-to-day worries.

Those directly affected by the taxes have a different attitude. Any Dwarf is furious about the Dwarf Tax, both at the cost, and at the insult it represents to the Dwarven race: *'No Elf Tax, is there? Halfling Tax? Not on your life? Human Tax? Now that one would make some money — but no. It's an outrage, so it is, and by stone and steel we won't stand for it!'*

Wizards, alchemists, and priests, while privately fuming, are less vocal until they know they are among friends. The Guild and the various temples are pursuing the matter, they are sure, and the Graf is not an unreasonable man: this is clearly some mistake, and will shortly be corrected. Of course, there are always a few individuals who react more strongly, especially after a few drinks, and students at the Collegium Theologica may take the opportunity to abandon their classes for a day of protests, drinking, and general rowdiness. They may hope to arouse more widespread public indignation, but mostly they will succeed in annoying their fellow citizens.

Only a few people are enthusiastically in favour of the new taxes. Elves smirk and joke about the Dwarf Tax, and those with reason to dislike wizards or priests do the same about those taxes, but almost no one vocally supports all three measures.



The exception is members of the Purple Hand, who have been instructed by their superiors to promote the taxes at every opportunity. However, they have little idea why the taxes are important, and their arguments may seem ill-informed and unconvincing.

Eventually, this constant background noise should prompt the Characters to seek information from reliable sources. This may include various guilds, Komissions, temples, and any major NPCs whose acquaintance is the way into the main part of the adventure.

The following information can be gained from Middenheimers of all types. The tone and some minor details might be altered to reflect the nature of the informant: a drunkard can only tell a little, a barman a little more, and a modestly-educated merchant more still. Educated people, if asked specific questions they are unable to answer, and direct the Characters to an appropriate source for further information.

When Were the Taxes Passed?

The tax changes were introduced just under a month ago. Some taxes are taken when entering and leaving the city, and a widespread belief is that they have been introduced to coincide with Carnival, to rake in more money from visitors. Others are taken at the end of every month. The first monthly payment is due at the end of the Carnival. So far, the authorities have been very zealous about collecting them.

Who Sets the Tax Laws?

The average citizen can only give partial, and sometimes misleading, information. By far the most common reply points to the Chancellor, since his prime role is the implementation of fiscal policy. Other candidates are the Graf and the Law Lords, both being seen as great wielders of power. A more enlightened informant may direct the Characters to the Worshipful Guild of Legalists, saying that they can get a fuller version there.

Graf Boris and his Advisors

It is common knowledge that Graf Boris is ailing and depends heavily on his advisors. Some — the Chancellor, the Law Lords, the 'Princess' — are widely known as influential, while some are not; no one knows, for example, that the Graf has a paramour. Some major NPCs are more socially visible than others: the Chancellor, being a recluse, is hardly known by most people, while the Court Minstrel, a real extrovert, is better-known.

The Graf's Sons

The common folk are dimly aware that Stefan has some kind of health issue, but know little of him and have never seen him. Heinrich is a more interesting case. He is not particularly well-known among the general public, for he adopts a low profile in social life, and is out of the city for long periods of time. However, most Middenheimers should be able to give at least a vague description of him, 'HUGE man, he is — a giant!'

Red Herrings

Some folk give credence to bizarre rumours. Graf Boris is controlled by Daemons; he converses with a magical oracular pool in the palace; or any of a dozen equally wild tales.

In general, the people holding these views also believe that the world is flat, that Mannslieb is made of cheese, and so on, and the Characters should have cause to doubt them. Of course, certain rumours are more widespread: for example, Rallane is frequently blamed for the Dwarf Tax (although not for the others), and the Midden Marshals are generally thought to have more political influence than they do.

THE CITY COUNCILS

There are three councils that are relevant to this stage of the adventure: the Worshipful Guild of Legalists, the Komission for Commerce, Trade, and Taxation, and the Komission for Elven, Dwarven and Halfling Interests. Their offices are open from 10:00 am to 4:00 pm. Asking questions at any of the other City Councils is a waste of time.

They generally work on the same principle: an enquirer explains the nature of the enquiry to a clerk, who then wanders off to locate the person best able to deal with the question. This can take anything up to an hour, but a 15-minute wait is average. Of course, if the enquirer has subsequent questions, or if the original question was phrased ambiguously, then another official may have to be found.

For the questions the Characters may ask, the correct official is named; on future visits they can ask for him or her personally and save time, cutting the average waiting time to 10 minutes.

THE WORSHIPFUL GUILD OF LEGALISTS

This guild has many functions connected with the law. Indeed, it was they who drafted the new taxes, but it is not their job to formulate original policy. They deal in facts in vast quantities — and prepare official versions for release to the public.

Clerk Hubergreiber, a low-ranking clerk, is the man to see about the tax laws. He is able to provide a summary of the information on p. 37: who is taxed, when, how often, and how much. He can say, if asked, that the tax was implemented less than one month ago, and that the first monthly collection is due the day after the Carnival ends. The Guild is looking for more scribes to handle the monumental quantity of paperwork required by the new laws. Hubergreiber may offer a job to any character with the *Read/Write* Talent, especially if they also have *Art (Writing)* or *Art (Calligraphy)*.

Who Sets the Tax Laws?

Senior Clerk Wahnsinnige can discuss this in a very dry, bureaucratic manner. The GM should read the players the following information more or less verbatim:

The interests of merchants, and similar people are represented by the Chairman of the Merchants' Guild, who makes recommendations to the City Komission for Commerce, Trade, and Taxation. The current Chairman of the Guild — Herr Gotthard Wallenstein — is also, as it happens, Chairman of the Komission.

Other interested bodies, such as the temples and the Collegium Theologica, make their representations via other city Councils, according to the nature of the matter at hand: in some cases the Kommission for Health, Education and Welfare; in others the Kommission for Public Works; and so on.

The Kommission for Commerce, Trade, and Taxation then makes representations to the Law Lords. The Law Lords weigh up the matter, and the Worshipful Guild of Legalists assists in the drafting of proposed legislation. The resulting document is put before the Chancellor, who may make further recommendations, and then before the Graf. The Graf then weighs up the matter after discussing it with other advisors, and may pass the legislation, return it with directions for amendment, or, in rare cases, reject it.

The Worshipful Guild of Legalists does not itself have any role in forming policy, but merely drafts the laws as directed by the Law Lords, after due and aforementioned consultation.

As to the advisors to whom the Graf may turn for comments on proposed legislation, Graf Boris may consult anyone who he feels is qualified to render useful advice.

This tells the Characters very little, and a tiresome encounter it is too, although the gist is simple enough: the Graf speaks to anyone he wants, listens to anyone he wants, and everyone else does what he wants.

The Law Lords

Any questions about the role of the Law Lords is referred to Clerk Valberik, who is able to summarise the workings of the Law Lords: they vote on policy in secret meetings, and the majority decision is put to the Graf. If the decision is not unanimous, differences of opinion are never revealed.

THE KOMMISSION FOR ELVEN, DWARVEN, AND HALFLING INTERESTS

The Council was set up over a hundred years ago when there was tension between Elves and Dwarfs, and both communities felt ill-treated by the Human majority in the city. The ruler at the time thought it a wise move to institute this official channel to care for their interests, and did not want to offend the more placid Halflings by leaving them out. It is now not very active, but is responsible for organising some of the nonhuman cultural events in the Carnival. Waiting and bureaucracy here are minimal.

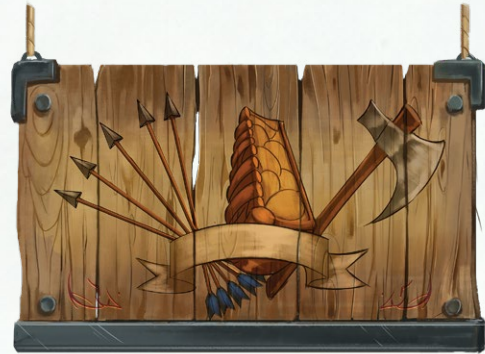
General Enquiries

A nonhuman character can arrange for an interview here on almost any pretext. Enquiries are usually dealt with by a staff member of the same race as the enquirer: Dwarfs are met by Clerk Thognar, Elves by Clerk Malondel, and Halflings by Clerk Huggins. Both Elf and Halfling have little to say, except that the Dwarf Tax sets a bad precedent. In addition, Malondel points out that with many Elves following wizardry as a profession, the Scroll Tax is causing concern. Humans can see Thognar about the Dwarf Tax, or Malondel about the Scroll Tax, if they express concern and seem interested in doing something about it.

Rallane and the Dwarf Tax

If Malondel is asked about the court minstrel Rallane Lafarel, and his possible role in the Dwarf Tax, he looks most disapproving and say that this is a scurrilous rumour spread about by people who ought to know better. The view held by Elves (and Halflings) is that it is simply a money-grabbing exercise by the Chancellor.

If Clerk Thognar is asked about this, he tries to hide his seething anger. He explains that the Dwarfs are collecting a petition complaining at great length to Graf Boris, *'and we can count on your signatures, of course?'* If he is taken out after work for a drink, he becomes more forthcoming (unless there are any Elves with the party) and denounce Rallane as the person responsible for the tax: *'He hates our people, and other folk think we're all rich because we work hard — that's probably how he got support for the idea.'*



THE KOMMISSION FOR COMMERCE, TRADE, AND TAXATION

Although this is an obvious place to enquire about the tax changes, the Chairman of the Council, Gotthard Wallenstein, is almost never here, and neither he nor the senior clerk Franz Christoph Becker agrees to see the Characters anyway. Clerk Udiller sees the Characters but, following his masters' lead, will say little. Given half a chance, the clerk directs the Characters to another council or guild, saying that the Kommission's job is simply to collect the taxes in the most efficient way: *'It's nothing to do with us, really.'* This Kommission is gaining a reputation for doing nothing for anyone but the merchants.



THE GUILDS

These institutions exist to promote the interests of their members. Middenheim, like any other large city, has its fair share of guilds, though for this adventure only four are relevant: the Grand Guild of Wizards, the Merchants' Guild, the Dwarven Engineers' Guild, and — though not exactly a guild — the loose-knit community of Middenheim's underworld.

On visiting a guild, an individual is asked to provide a membership number. If he or she is not a member, provisional acceptance can be made for the duration of Carnival week. This costs a gold crown, and the character must prove eligibility for membership by answering some profession-related questions. A guild does not deal with persons who are not members.

THE GRAND GUILD OF WIZARDS

At this stage, no one — not even a wizard — can get a meeting with the High Wizard or his Deputy, but the Characters can try to by-pass formal procedure and try to meet them in a public or social encounter.

Even so, the guildhouse is bustling with Wizards and Apprentices: some looking for news; some looking for contacts with Wizards in other cities besides Altdorf; and some simply looking for like-minded folk to vent their frustrations. Feelings are running high: some wizards have already left Middenheim to avoid the monthly tax, though the majority are waiting to see if an eleventh-hour agreement can be reached. Guild members are mystified by the taxes, pointing out the role of the Guild and the High Wizard in maintaining the defences of the city.



THE MERCHANTS' GUILD

The drinking-room of this guild is always full of merchants and traders discussing this and that, and they happily talk about the taxes. They are not too bothered, for the most part: *'Glad it wasn't us'* is the usual attitude. The more thoughtful types, though, are concerned: *'It'll turn out badly. The Dwarfs are good workers and good spenders, and this will bring trouble.'* Several members suspect that the Chancellor is behind the taxes, especially the Scroll Tax. *'Sort of thing he'd do. Problem with him is he doesn't see the effects on people. Bit of a recluse, he is.'*

THE DWARVEN ENGINEERS' GUILD

A similar response is seen here as at the Komission for Elven, Dwarven, and Halfling Interests. A petition is proffered, even if the Characters have signed it before. Nothing new can be learned over a few beers; the Dwarfs — mainly engineers and artisans — spend most of their time moaning and making provisional plans to leave. There is some talk of ambushing either Rallane or the Chancellor, and making the Dwarf point of view known forcefully.

THE UNDERWORLD

There is no centralised Thieves' Guild in Middenheim, but most criminal activities are overseen by two powerful gangs, one based in Ostwald and the other in the Altquartier. The leaders of these gangs are known colloquially in Middenheim as the Low Kings. They vie with each other violently, and any criminal who seeks to operate in their territories without handing over a quota of their takings best keep their activities secret, unless they are forced at knifepoint to be more cooperative.

There are various ways of contacting the underworld. For example, a Thief (or other Rogue Character) might locate an NPC rogue by watching for signs of thieving on the streets — requiring a successful **Difficult (+0) Observe** Test, repeated every hour until successful — or an NPC thief might spot and approach a Character thief.

In the second case, the NPC makes a sign of recognition specific to Middenheim. When the Character fails to respond properly, the NPC will quietly point out that it might be a good idea to come along for a chat: after all, it's difficult to pick a pocket without fingers, isn't it?

After some preliminary sounding-out in which the locals will establish to their satisfaction that the Character is genuine and not in the pay of the authorities, a nocturnal meeting is arranged. The Character is offered provisional membership to cover Carnival week at a cost of a gold crown, and is then taught the local dialect of *Thieves' Tongue* (the character must already have the basic Skill) and told about various contact points. If there is time for a solo adventure, the Character thief might be set a task as proof of ability and goodwill.

Questions about the taxes or the court is met with some puzzlement, but this is satisfied by any reasonably non-committal reply (*'just curiosity: it seems a bit odd'*). The NPC thief casually mentions that he knows someone who can find out anything about anything, if the price is right. If the Character agrees, a further meeting is arranged in a secluded tavern some 12 hours later, for a d10+3 shilling, 'arrangement fee.'

At this meeting, the Character is introduced to 'Josef,' a shifty individual aged about 40, who never looks anyone in the eye. Josef collects and sells information for a living — he neither knows nor cares what any of it means, so long as he gets his fee (3 schillings, in advance, no haggling). He charges an additional fee (which he may try to bargain upwards, though usually about 2 schillings) for each piece of information he passes on. Josef never reveals his sources.

Josef's Knowledge

Rallane is probably not behind the Dwarf Tax. It is not his style, and he expressed surprise when it was introduced (d10 shillings).

The Midden Marshals do not have as much influence as many people claim, and the Knight Eternal has none at all (2d10 shillings).

Law Lord Ehrlich was seen leaving the Palace visibly upset the day Graf Boris passed the new taxes. This coincided with the start of his current fit of depression (5d10 shillings).

After passing on this information, Josef develops an uneasy look, and players may guess that he knows more. If pressed, he leans forwards and says in a low voice:

'All right, but putting this in the wrong ears could get you burnt or worse. A Crown gets you something about Ar-Ulric — no messing about, yes or no?' He can be bargained down to 10 schillings, and if an agreement is reached he says that Ar-Ulric has been seen leaving the apartments of the Ladies-at-Court late at night: 'A bit naughty, that, considering his vow of celibacy and all.'

Josef may possess other pieces of information, if you wish. Their price can be based on the importance of the individual or group mentioned.

THE TEMPLES

Any Character priest who visits his or her temple in the city hears a good deal of complaint. The biggest question concerns the relationship between the Graf and the cult of Ulric. On the one hand, why would the Graf risk alienating them when the cult of Sigmar already regards him as a threat? On the other hand, why has the cult of Ulric not spoken out against the taxes, especially when High Priest Ar-Ulric is one of the Graf's advisors?

Popular rumour is that, while they have a lot to lose, the cult of Ulric is the richest in the city, and plans to sit tight while pressure of taxation squeezes the others out.

There is no information on the origins of the taxes or the destination of the money raised, but the temples know that the taxes certainly do not reflect any popular anti-clerical feeling. If anything, the general population was as surprised as the groups affected.

Note: If the Character priest visit the temples of other deities, they should behave with the utmost respect and tact. In particular, the presence of a priest of Sigmar in the temple of Ulric (or vice-versa) could be seen as provocative.

THE TEMPLE OF ULRIC

Ar-Ulric is frequently absent on business, but his juniors, Franz Fassbinder and Gilda Heinzer, ensure that little is given away here. They are both excellent at deflecting questions.

Even the junior priests say little. It is clear that the priests are not happy about the tax, but they do not condemn it in as forthright a manner as one might expect: a successful **Challenging (+0) Intuition** Test reveals that a priest interviewed here appears to be hesitant in what he or she is saying.

The priests of Ulric are in a difficult position: they cannot openly condemn the taxes without appearing to condemn their leader's apparent failure to stop them, and yet they cannot speak in their favour either. Most try to skirt the issue, saying that such matters are not for ordinary folk to comment on; they may be more open with a character who wins their trust and approaches the question diplomatically.

If a Character priest of Ulric is able to gain an interview with Fassbinder or Heinzer (this takes 1-3 days to arrange, and only priests of Ulric are admitted) a successful **Challenging (+0) Charm** Test leads to their dropping a hint about their reasons for their relative lack of vigour in originally condemning the taxes: they must follow Ar-Ulric's lead, and he has given no sign of his views on the matter: on an Impressive or better success, they say that he seems preoccupied lately, and he has been difficult to approach.

THE TEMPLE OF SIGMAR

Feelings run higher here than in the temple of Ulric, and, although the priests are rather tight-lipped, their anger is obvious. On a successful **Challenging (+0) Gossip** Test, a junior priest might forget himself so far as to accuse Ar-Ulric of supporting the tax to squeeze the other temples out of the city; on an Impressive or better success, he may even question whether the temple of Ulric is actually paying the Temple Tax.

The priests of Sigmar also feel that the Dwarf Tax is a deliberate slight on their cult, given the historical links between the cult of Sigmar and the Dwarven people.

High Capitular Werner Stolz (a High Priest of Sigmar) is not available to meet with the Characters, but they can learn that he met with the Grand Theogonist privately during his recent visit, and denounced both Ar-Ulric and Graf Boris in no uncertain terms. Needless to say, this does nothing to reduce the current tension between the Empire's two greatest religions.

A character who makes sympathetic noises in all the right places, or who is a follower of Sigmar, may be rewarded by a priest forgetting himself for a moment, and letting slip the news that Stolz is setting off for Altdorf after the Carnival, to put his case to the Emperor in person. This is clearly very sensitive information, and careless talk only makes matters worse. This news should also lead them to realise that if anything is to be done about the tax changes, it must be done before the end of Carnival week.

GM OPTION: DROPPING NAMES

A visit to the Temple of Ulric offers the GM a chance to have the Characters meet two NPCs — one is destined for greatness, the other for notoriety — but at present they are still relatively obscure. For the players, a chance meeting with a character whose name they recognise can make a lasting impression.

If you prefer not to use these characters, or to save them for another point in the campaign, that is quite permissible. They might be posted to temples away from Middenheim at the moment, eagerly awaiting the promotions that will bring them back to the City of the White Wolf, and one step closer to making history.



EMIL VALGEIR

A fierce and devout follower of Ulric, Valgeir is currently the Grand Master of Middenheim's Chapter of the Order of the White Wolf. A warrior as well as a priest, he has fought alongside the Teutogen Guard against the Beastmen of the Drakwald, and in the Empire's campaigns against other foes, winning the grudging admiration of Reiksmarshal Kurt Helborg. He is a man of few words, with a gaze that few can meet, and an impressive physical presence. He has a reputation for harsh adherence to Ulrican values, but those who know him say that in the company of fellow Ulricans, he is an exuberant companion, as quick with a jest as with a wrestling throw, and with a laugh that can be heard three valleys away.

EMIL VALGEIR, SENIOR PRIEST WARRIOR PRIEST OF ULRIC (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	32	41	45	52	32	34	41	53	44	17

Skills: Athletics 47, Charm 54, Consume Alcohol 55, Cool 68, Dodge 47, Endurance 59, Entertain (Speeches) 54, Heal 40, Intimidate 63, Language (Battle) 54, Leadership 54, Lore (Theology) 73, Melee (Basic) 59, Pray 74

Talents: Bless (Ulric), Etiquette (Cultists of Ulric), Inspiring, Invoke (Ulric), Read/Write

Trappings: Grey Wolf Pelt, Plate Armour, Hand Weapon (Hammer-Axe), Fang of the Winter Wolf, 2d10 silver shillings

MIRACLES AND BLESSINGS

Miracles: Hoarfrost's Chill, Howl of the Wolf, Pelt of the Winter Wolf, Winter's Bite

Blessings: Battle, Courage, Hardiness, Might, Savagery, Tenacity

FANG OF THE WINTER WOLF

A tooth taken from one of the largest wolves in the Drakwald forest, and blessed by Ar-Ulric himself. This talisman of Ulric may be used to add +4 SL to any Miracle Pray Test, even after it has already been rolled. This effect occurs only once, after which the tooth must be blessed again by Ar-Ulric during a lengthy ritual.

Alternatively, the fang may be crushed between the teeth with a successful Difficult (-10) Endurance Test. If so, a pack of 1d10+3 Wolves (WFRP, page 317) emerge from a sudden flurry of snow, and attack any enemies of Ulric in the immediate vicinity. This destroys the fang.

CLAUS LIEBNITZ

Liebnitz is a large man, running slightly to fat, but clearly muscular underneath. He has served with Valgeir in the Teutogen Guard, and is renowned as a fierce fighter with a berserk streak — but also as a clever politician intent on rising through the priesthood, and the knighthood simultaneously. When he is not carrying out his duties in the temple, he is training hard to achieve his greatest ambition: induction into the Brotherhood of the Axe, an elite within an elite made up of the Teutogen Guard's greatest warriors.

CLAUS LIEBNITZ, SENIOR PRIEST PRIEST SERGEANT OF ULRIC, FORMER KNIGHT OF THE ORDER OF THE WHITE WOLF (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	55	45	45	41	45	38	35	46	54	48	17

Traits: Belligerent, Fury

Skills: Athletics 48, Animal Care 58, Charm Animal 58, Charm 58, Cool 64, Dodge 48, Entertain (Speeches) 58, Endurance 51, Heal 45, Intimidate 55, Language (Battle) 56, Leadership 58, Lore (Heraldry 46, Theology 66), Melee (Basic 65, Cavalry 65, Parry 61), Pray 58, Ranged (Bow) 55, Ride (Horse) 52, Trade (Farrier) 45

Talents: Bless (Ulric), Etiquette (Cultists), Furious Assault, Frenzy, Holy Hatred, Invoke (Ulric), Read/Write, Strike Mighty Blow

Trappings: Hand Weapon (Axe), Suit of Plate worn over Soft Leather, Shield, Warhorse, 3d10 Silver Shillings



THE TEMPLE OF SHALLYA

The Characters are able to encounter junior priests fairly easily, but need a good reason to gain an appointment with the High Priestess, Isolde Begegnen.

Here, the priests denounce the Temple Tax openly: it is taking money which would have helped the poor and sick, and putting it in the Graf's coffers. The Dwarf and Scroll Taxes are aimed at some of their more generous contributors, making matters worse. The temple is simple, and clearly keeps little of the money it receives — unlike some.

The temple of Shallya also resents Ar-Ulric's lack of action — he is supposed to represent all temple interests in court circles, and has clearly failed them on this occasion. Some Sigmarites have over-reacted badly, accusing Ar-Ulric of plotting with the Graf to get rid of them: this is clearly ridiculous, since the Temple Tax affects the temple of Ulric as much as any other in the city.

The Characters might come here if they need healing, so Isolde Begegnen's profile is given below: she may not treat injured Characters in person, but her profile indicates what is available if they are in serious need. A donation is not obligatory, but would be very much appreciated.

ISOLDE BEGEGNEN

Of petite stature, with long, wavy, dark-brown hair and light-brown eyes, Isolde dresses in simple white robes with a blue trim. She is quiet, intuitive, and filled with sympathy for the old, sick, and poor. She has no involvement in politics, and by and large she dislikes those who deal in it, feeling that they are all too often divorced from the concerns of the common folk of Middenheim.

ISOLDE BEGEGNEN, HIGH PRIESTESS OF SHALLYA

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	32	34	50	44	54	37	56	51	54	18

Skills: Athletics 64, Charm 74, Cool 71, Endurance 70, Entertain (Speeches 64, Storytelling 69), Gossip 77, Heal 76, Intuition 64, Leadership 64, Lore (Heraldry 61, Herbs 66, Middenheim 66, Politics 66, Theology 76), Perception 64, Pray 74, Research 66

Talents: Blather, Bless (Shallya), Bookish, Doomed (*Fresh mountain air, thine end is there*), Hatred (Followers of Nurgle), Holy Visions, Invoke (Shallya), Read/Write, Resistance (Disease), Savvy, Strong-Minded, Surgery

Possessions: Religious symbol of Shallya, robes, purse containing coins to a value of 1 GC





THE CARNIVAL

CHAPTER 5

THE CARNIVAL



After the Characters have had a couple of days to explore, and familiarise themselves with the City of the White Wolf, and begin their investigation, Carnival week begins. Considered by many as the highlight of the year, people flock to Middenheim's Carnival from all corners of The Empire. Visitors from further afield are a common sight: gaudy aristocrats from Bretonnia; swarthy merchants from Estalia; laconic, hard-drinking Norsemen; and business-minded Wastelanders. During Carnival Week, Middenheim's population swells by 5,000 or more.

The Carnival forms the backdrop to this adventure, and you should keep it constantly in mind. Inns are packed to capacity, people from far and wide crowd the streets, and there is an almost tangible excitement in the air.

During the Carnival, the normally dour Middenheimers forget their troubles. Jesting, irreverence, intoxication, informality, friendliness to strangers — this is part and parcel of the week. The Carnival spirit is evident in most minor NPC encounters. The atmosphere is intoxicating: the streets are crowded with vendors crying their wares, buskers and street poets performing for coins; the chatter, shoving, and occasional arguments of an ocean of people. The senses are assaulted by noise and bustle; the smell of ale and food hangs heavy in the air. All day and all night, the streets are thronged with people having loud, boisterous fun.

The locals are very friendly during Carnival week, and outsiders are treated as equals — a marked contrast to the normal attitude. This feeling of camaraderie may help the Characters to feel that they have a stake in the city's well-being, and that there is nothing to stop them investigating the mystery of the new taxes. When the week-long party ends, though, the Middenheimers will revert back to their normal, pragmatic, no-nonsense selves. By then, one way or the other, the Characters' job will be over, but the players do not know that.

HISTORY

Many Middenheimers claim that the Carnival is as old as the city. In their version, it was Artur himself — chief of the Teutognens and founder of Middenheim — who declared, *'Long has been our wandering and long our suffering. This place will be our home — so let's party!'*

Like most neat and pleasing legends, this is complete hogwash. The first Carnival was held in 1812 IC to celebrate the ending of a Middenlander siege. Middenheim had been cut off for over nine months, and was saved only by Dwarf allies, who held off the attackers and prolonged the siege until the onset of winter. As the cold set in, the besieging army was forced to retire, and the Middenheimers were able to celebrate. Unfortunately, foodstuffs were running low, and much of the cuisine consisted of rats and other unpalatables. Everything was heavily smoked or salted to disguise its taste, and to this day the event is commemorated as the '1812 Over-Cure.'



In the following years, the celebration attracted few visitors, since travelling through the snows of winter was not an appealing prospect. Since more visitors meant more money, the city decided to change the date of the Carnival to springtime — sure enough, more people arrived. In the following year, it was suggested (perhaps sarcastically) that the date of the Carnival be moved to the summer.

This was deemed an even better idea. A great tradition was started: the Middenheim Carnival now follows a four-yearly cycle through the seasons. Once every four years, at the Winter Carnival, the city has — in effect — its own private celebrations, with few visitors. At other times, though, the city opens its gates wide for anyone and everyone to join in the festivities.

Of course, like all good tales, there is another version. Cynics argue that the time of the Carnival changes in order to capitalise on those who get the date wrong, and arrive a season too early (or late). Having travelled many miles to have a good time, they are determined to do so, and spend money in any case.

The lack of dates in the previous paragraphs is deliberate. Whatever time of year the Characters arrive in Middenheim, the Carnival should be about to start.

THE FAST

Carnival is always preceded by a fast on the day before the festivities begin. The fast is not a religious obligation, but traditionally, Middenheimers eat only the kinds of food that were available to their forebears at the end of the siege; most decide to fast for a day in preparation for over indulgence in all forms of earthly delights in the following week.

THE CROWDS

Middenheim's streets are packed during Carnival week, and the crowds provide opportunities and challenges in equal measure. On the one hand, characters with suitable Skills can try their hand at busking to make a little money, and characters with the ability to make things can try to sell them; on the other, the crowds make any kind of pursuit or shadowing more difficult.

BUSKING

Buskers and street performers are everywhere during Carnival week; every doorway, street corner or steps becomes a makeshift stage. The Characters may try their hand at earning a few pennies themselves, and/or using Skills to create a distraction while other party members indulge in some questionable activity.

There are a lot of people trying to make money at the Carnival, which means the competition is fierce. The standard of busking and other entertainments is very high — so high, in fact, that substandard performers are often pelted with rotten fruit rather than showered with money! Indeed, some Middenheimers make a few extra coins during Carnival by selling over-ripe fruit with just the right blend of firmness for throwing, and softness to produce a good splatter!

THE BUSKERS ART

The competition among buskers is intense, sometimes vicious, during the Carnival. Middenheim's resident street performers stop at nothing to defend the best 'pitches,' or locations, while there is so much entertainment available that most passers-by are very hard to impress. Only the very best performances, or the most exotic forms of entertainment, will move them to part with their cash. This means that the relevant Tests are modified as follows:

- ☠ **Commonplace Entertainments (-20):** Entertain (Comedy, Singing, Storytelling); Perform (Dancing — local); Play (common instrument); Sleight of Hand.
- ☠ **Unusual Entertainments (-10):** Entertain (Acting); Perform (Acrobatics, Clowning, Juggling, Miming, Dancing — artistic); Play (unusual instrument).
- ☠ **Exotic Entertainments (no modifier):** Perform (Firebreathing, Ropewalking); Perform (Dancing — foreign); Play (foreign instrument).

You decide whether an instrument or a style of dance is sufficiently novel and interesting to merit a reduced penalty. The same applies to any act the Characters may devise that is based on other Skills.

PRESTO!

Spellcasters may try to busk using their more visually impressive spells, but this can be risky. The consequences are up to you, but may range from representatives of the Grand Guild of Wizards warning the Characters that Guild rules prohibit public performance by non-members (this may be true or not, and in either case the officials may impose a spot fine, which itself may be legitimate or not) to a panicked stampede caused by a miscast, which might see the Characters arrested and charged with anything from breach of the peace to public endangerment to witchcraft.

It Looked So Real

Performances and demonstrations that require a lot of space will get a busker into trouble, and so will anything that looks like fighting. Warrior types who stage impromptu demonstrations of trick riding, sharpshooting, or combat run several risks in addition to arrest. These risks could include an accident or a sudden surge from the crowd can lead to injuries; passing mercenaries could mistake the demonstration for a fight and wade in — or set out to show off their own skills or ruin the Characters' performance in embarrassing and painful ways; a near miss or any other mishap could cause a panicked stampede; and so on.

If the Characters somehow manage to evade arrest for such a performance, they are warmly advised, according to their rank, to try to impress the crowds at the Square of Martials by fighting the Graf's champion, or to go and fight the Minotaur at the Bernabau stadium.

We Are Not Amused

Apart from flying fruit, a particularly unsuccessful entertainer (for instance, an Impressive or worse failure) may be brought to the attention of the Busk Umpires, a group of officials employed to monitor the quality of street entertainments. The Umpires may be called — if an individual is so bad as to *'be an affront to the profession or skill he or she is attempting to emulate, and cause embarrassment to any assemblage so gathered.'* The crowd may detain the individual until an Umpire arrives, at which point he or she must perform again; a similar failure results in 6 hours in the stocks for a first offence and an overnight stay in the stocks for the second. A third offence sees the busker expelled from the city.

HAWKING

The crowds draw all manner of hawkers and hucksters. Characters with suitable Skills or careers may try to make a little money for themselves.

Apothecaries, herbalists, and similar characters may try to sell herbal potions and remedies — those sold as cures for headaches, infected wounds, and upset stomachs are in demand, and gain a +10 bonus to all Haggle and other relevant Tests.

Pedlars and the like may try to sell their wares to the passing crowds, although anything that is not food, drink, or marked 'A Souvenir of Middenheim' suffer a -10 penalty to all Tests involved in selling.

Mystics and others with similar Skills may try to turn a coin telling fortunes, but this is difficult in high-traffic areas where many people are passing through (-10 penalty): folk in the quieter areas are more willing to stop, but there are fewer of them.

PREACHING

Priests and other religious characters may decide to preach to the crowds, either for money or in the cause of their religion. Agitators may do likewise. If they are too successful, they may draw a large crowd and be moved on by the Watch, perhaps with a fine for obstructing a public thoroughfare. If their words or their performance cause offence, they could find themselves in the middle of a riot, or on the receiving end of some well-aimed fruit, stones, or dung. With religious tensions still high, despite the more relaxed atmosphere of the Carnival, Sigmarite priests run particularly high risks.

MOVEMENT

Middenheim is crowded during the Carnival. General movement in public areas and around any event is limited to half the normal Walk rate, and may be even slower if the event is very popular. Away from events, normal Walk rate is possible at the risk of a few bumps with other people. In very quiet areas (which are rare), it is possible to run. At night there are fewer events, but the number of people out drinking means that public areas are crowded up to about 3:00 a.m., livening up again at dawn.

CHASES

Running through a crowd is not easy, but at times the Characters may be forced to chase after someone or run from the Watch.

At the start of every round, all concerned (including NPCs) roll a D10 to determine the density of the crowd: you can choose the crowd conditions if the location is one which is always crowded or crowd-free.

D10	Crowd Conditions	Max. Move Rate
1-4	Very Crowded	Half Walk (+0)
5-8	Crowded	Walk (-10)
9-10	Busy	Run (-20)

The result of the dice roll or your choice indicates the maximum possible movement rate: it is always possible to move slower, but never faster. After moving, each character must make an **Athletics** Test with the appropriate modifier for the actual movement rate used.

If the Test is failed, consult the following table:

Failure Level	Result?	Effect
Marginal Failure	Impeded	No movement next round.
Failure	Blocked	No movement for next two rounds.
Impressive Failure	Tripped	Character becomes <i>Proned</i> .
Astounding Failure	Bad Collision	Character becomes <i>Proned</i> and loses a Wound.

* At the GM's option, an angry scene may develop as the fallen Character is blamed for the collision.

This system may also be used if the cry, 'Stop, thief!' goes up, since about half the people will try to spot and/or chase the thief, while the other half will try to leave the area before any unpleasantness develops.

SHADOWING

Following someone through a crowd is not easy. Use the standard procedure (WFRP, page 130), but impose modifiers on the shadowing Character according to the table below. As with chases, you can roll a D6 each round to determine crowd conditions, or choose them.

D10 Roll	Crowd Conditions	Perception Penalty	Stealth Bonus
1-4	Very Crowded	-20	+20
5-8	Crowded	-10	+10
9-10	Busy	-5	-

A 'team effort' reduces the chance of losing the quarry: they are only lost if all shadowing Characters fail their **Perception** Tests, but the quarry spots any Character who fails their **Stealth** Test. A Character who loses sight of the quarry is permitted a second Test to make contact with a colleague (check for each colleague) and find the quarry again.

MINOR CARNIVAL ENCOUNTERS

Life during Carnival is hectic, with many possibilities for incidents and encounters to complicate the Characters' lives. A few possibilities are presented here, to be used at your discretion. It is recommended that the time spent on minor encounters should be limited: if the Characters have to spend too much time on unrelated encounters, they may not be able to complete their investigation, and gain the influence they need to resolve the situation before the end of Carnival Week.

YOKEL BAITING

'Yokel baiting' is a tradition of the first day of the Carnival. Despite their seeming friendliness, Middenheim's residents are unable to resist having a laugh at some poor visitor's expense. The term *yokel* is used to describe anyone not born and bred in the city. In past years, the event has seen some very dark escapades, including the mock public execution of a Bretonnian merchant for dropping litter. Unfortunately, as the executioner sharpened his axe (a dummy affair made of *crystal-sugar*), the poor man died of fright! This year marks the return of an old favourite: the 'Pickpocket Gag'.

The 'pickpocket' selects a victim from the crowd, then making it obvious that he or she has just stolen something, runs off, usually with the victim in hot pursuit. The chase ends in the Square of Martialts (location 3) where the item is returned as the crowd cheers and jeers. It is rare for the pickpocket to be caught, since only fast and nimble young citizens are chosen (with Dodge skill scores of 55 and Talents such as *Flee!*, *Fleet-Footed* and *Lightning Reflexes*).

By tradition, the pickpocket is dressed in a brightly-coloured costume; this ensures that pursuers will not lose sight of him or her, and that Middenheimers will recognise the pickpocket and make way, joining in the fun by tripping up the victim and getting in the way. If the pickpocket is caught, the Watch is called. In the past, this has resulted in the pickpocket being released on the grounds that it is a 'first offence.' Only when the victim reaches an apoplectic rage is the joke revealed.

If a player character is chosen as a victim for this event, run the chase according to the rules on page 60, but whatever the Character rolls for movement, assume that the pickpocket rolls the same or better.

THE TROLL SLAYER

This incident can be set in any public place. If the Characters need some help in locating the source of Sparsam's addiction, it can give them a chance to find out about the Pit.

The Characters see a tattooed Dwarf with orange-dyed hair heading towards them. He walks in a straight line, with the crowd parting fearfully round him. As he approaches, the Characters may notice on a successful **Challenging (+0) Perception** Test that he seems unusually agitated, even for a Troll Slayer. His facial muscles are contorted in a strange spasm, and his bulging eyes seem unnaturally bright. If the Characters move to one side, the Dwarf walks on without pause. If his path is blocked, he stops and stares at whomever is in the way. After a moment, he stretches his muscles, and hefts his axe in a warning manner. Even under the influence, Glugnur will not attack an unarmed person — however, if the Characters decide to draw their own weapons or attack first, the Troll Slayer will be only too pleased to oblige them with a fight.

Glugnur - the Troll Slayer

Taller than average and with a muscular build, even for a Dwarf, Glugnur is very much on edge. He has just taken a dose of *Ranald's Delight* (**WFRP**, page 307), a powerful stimulant obtained from The Pit (page 94). Glugnur has three doses left.

GLUGNUR - DWARF TROLL SLAYER (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	60	33	42	51	30	26	35	35	55	20	19

Traits: Animosity (Elves, plus everyone elsewhen under the influence of the stimulant), Fury, Hatred (Greenskins), Night Vision, Prejudice (non-warriors), Weapon (Axe) +8

Skills: Consume Alcohol 71, Cool 75, Dodge 44, Endurance 61, Gamble 40, Heal 45, Intimidate 52, Language (Khazalid) 40, Lore (Trolls) 55, Melee (Basic) 75

Talents: Fearless (Everything), Frenzy, Magic Resistance, Night Vision, Relentless, Resolute, Slayer, Sturdy

Possessions: Hand Weapon (Axe), Pouch with 2 GCs, 15/-

Glugnur is in Middenheim to take part in the Minotaur Fights (page 67), so this encounter might take place near the Bernabau Stadium. While affected by *Ranald's Delight*, he is happy to fight anyone who gets in his way — including a fellow Dwarf. However, should a Dwarf show proper respect, and move aside, Glugnur will greet him as a brother, and invite him to celebrate in style. The stimulant has given Glugnur a tremendous appetite, and he is about to embark on an eating binge. After the binge the dose wears off, forcing Glugnur to sleep for the next 12 hours. If asked about the source, Glugnur simply says 'the Pit,' and continues eating.

THE PROTECTION RACKET

This encounter can be set in any commercial or market area which is not far from lower-class areas, the slums or the Old Quarter. As the Characters turn a corner, they see a small market stall kicked over by two brutish young men in leather jerkins. The elderly pedlar and his wife shake with fear as the thugs advance, brandishing clubs: they have refused to pay protection money, and are about to suffer the consequences.

THE VICTIMS

Victims are an unfortunately common class of person in The Empire, especially during Carnivals and other events that draw out a crowd. Gustav and Hildi, below, are quite unexceptional, except in the unwanted attention they have drawn.

Gustav Holschtweig

Balding with a few wisps of thin grey hair, a salt and pepper goatee beard and pale-blue eyes, Gustav is kindly and honest, and therefore also quite poor. Gustav tends to charge lower prices to obviously poor people, and gives pennies to street brats. He has travelled to Middenheim especially for the Carnival.

GUSTAV HOLSCHTWEIG HUMAN PEDLAR (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	28	26	41	33	35	32	33	41	45	35	14

Traits: Weapon (Dagger) +6

Skills: Charm 45, Endurance 48, Entertain (Storytelling) 45, Gossip 45, Haggle 45, Intuition 45, Outdoor Survival 56, Stealth (Urban) 42, Trade (Tinker) 48

Talents: Dealmaker, Rover, Tinker

Trappings: Dagger, 20 assorted pots and pans, 4 soup pans, 12 ladles, 20 sets of cutlery, 12 yards of silks, 70 silk ribbons, 4 tanned leather hides, 24 furry glove puppets, pouch with 2 GCs and 7/-, box containing bags with 3 GCs and 5/-.

Hildi Holschtweig

In her mid 50s, with greying dark hair (in a bun) and dark-brown eyes, Hildi is quiet and softly-spoken. Like her husband, Hildi is also a kind and generous soul.

HILDI HOLSCHTWEIG – HUMAN PEDLAR (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	28	32	33	40	35	35	37	32	35	12

Traits: Weapon (Dagger) +6

Skills: Charm 45, Endurance 43, Entertain (Storytelling) 45, Gossip 45, Haggle 45, Intuition 50, Outdoor Survival 50, Stealth (Urban) 45, Trade Tinker (45)

Talents: Flee!, Tinker

Trappings: Bedroll, Dagger, Gold Neck-Chain (2 GC), Gold Wedding Ring (1 GC), Pouch with 1 GC and 3d10 Silver Shillings



THE THUGS

Equally as unexceptional are Anton and Bruno, who make their money shaking down unwary vendors, wayward travellers, and anyone else who seems to be a likely target.

Antonia Fiegling

Taller than the average Middenheimer by a good 3 inches and with short cropped auburn hair, Antonia is a malign and studiously cruel woman.

ANTONIA FIEGLING – HUMAN RACKETEER (BRASS 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	26	31	40	33	35	35	31	22	26	13

Traits: Armour (Body) 1, Prejudice (Anyone who gets in his way), Weapons (Club +7, Knuckledusters +5)

Skills: Bribery 36, Consume Alcohol 45, Charm 36, Cool 32, Dodge 45, Endurance 50, Intimidate 45, Lore (Middenheim) 41, Melee (Basic 45, Brawling 45) Stealth (Urban) 45

Talents: Criminal

Trappings: Hand Weapon (Club), Knuckledusters, Leather Jerkin, Gold Ring Set with Opal (1 GC), Belt Pouch with 38 Silver Shillings.

Bruno Hansgorp

Bruno is just tall enough to seem imposing to most, with brown wavy hair, a ragged moustache, hazel eyes, and a scattering of freckles on his face and forearms. A stupid, loutish man who has taken to crime as a source of easy money.

BRUNO HANSGORP – HUMAN THUG (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	25	55	54	41	38	28	25	25	28	17

Traits: Armour (Body) 1, Prejudice (out-of-townners), Weapon (Knuckledusters) +11*

Skills: Consume Alcohol 74, Cool 35, Endurance 66, Intimidate 75, Lore (Middenheim) 27, Melee (Brawling) 60

Talents: Strike Mighty Blow 2, Dirty Fighting 2

Trappings: Knuckledusters, Leather Jerkin, Belt Pouch with 2d10 Silver Shillings.

*The bonus from Dirty Fighting has been included here, as Bruno does not know any other way of fighting.

If the Characters threaten Antonia and Bruno, they laugh humourlessly, then Antonia strikes Gustav in the face. If the Characters do nothing, the thugs beat Gustav up, and then search for money. If the Characters attack, Antonia and Bruno defend themselves, but flee if reduced to 3 wounds or less.

The merchants will be deeply grateful for the Characters' help. The crowd will applaud, and look rather shame-faced. If one (or more) of the Characters gives some money to the merchants to recompense them for damage done to their goods, you should consider making an extra, individual experience point award.

A Watch patrol arrives some 5–10 minutes after the fracas, and takes statements from all concerned. If the thugs have been killed, the Watch is suspicious of the Characters, but testimony from Gustav and other witnesses clear their names. However, the sergeant warns the Characters to watch their step for the rest of their stay in Middenheim — not that they want to discourage public-spirited actions, but it would be better if criminals are caught rather than killed. In any event, the action will be reported to Commander Schutzmann (page 124). When the Watchmen have departed, Gustav insists on buying a meal for the Characters, leaving Hildi in charge of the stall. He takes them to an average standard inn (prices as *The Templar's Arms*: see page 22).

If the thugs escape, the party might be in for a surprise a few days later. With four accomplices, Antonia and Bruno arrange an ambush in some dark alley. All the thugs wear masks. By this time, the Characters may be deeply involved in the main plot, and assume that the attack has another motive altogether.



THE STREET BRATS

While walking through a busy market-place, the Characters hear a cry of, 'Stop, thief!' Looking round, they see a street-urchin running towards them. Behind is a Halfling pie-seller, intent on recovering a pie that the lad has just stolen. A few yards from the party the urchin trips, tumbling into one of the Characters. He bounces to his feet, but by then the Halfling has caught up.

'Wot's the matter wiv you, mister? (or lady),' says the lad calmly, taking a bite out of the pie to render it unrecoverable. 'My mates 'ere'll pay for the pie.' He looks significantly up at the party, ready to bolt if they refuse. 'Name's Karl,' he says. 'Pleased t'meetcha.'

If the party sides with Karl, they gain a useful ally. An acute observer, he quickly realises that they are Characters, new to town. He plays up to them, flattering their vanity, and feigning great awe, while pointing out that he could be extremely useful: 'Fanks, guv'nor, ye'r a gent. Anyfink I can do in return? Show you the sights, p'raps?'



Karl Matthauss

Karl is an orphan, of medium to slender build, with short auburn hair and light-hazel eyes. He and his gang live in a ruined slum house. Karl is a streetwise teenager, cynical and mature beyond his years. A real survivor, he is trustworthy and well able to keep a secret — if paid well enough.

KARL MATTHAUS, HUMAN THIEF (BRASS 1*)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	22	35	25	33	41	38	42	33	35	38	13

Traits: Prejudice (Authority Figures), Ranged (Sling) +6, Weapon (Homemade Shiv) +4

Talents: Alley Cat, Flee!

Skills: Athletics 42, Climb 54, Cool 40, Dodge 48, Endurance 38, Intuition 51, Ranged (Sling) 45, Stealth (Urban) 48

Trappings: Homemade Shiv (Dagger), Pouch with 8 Large Marbles, Sling, Hidden Pouch with 8 Shillings and 17 Pennies.

*Karl and his crew's youth means that their status is lower than it would otherwise be.

As Karl explains, he would happily work for nothing, but he has to support his four friends: Uli Muller, Gunnar Kammerer, Carina Adenauer, and Claudia Dietz — 'After all, they depends on me, see? Gotter look out fer yer own.'

All are shabbily-dressed orphans, with profiles similar to Karl's, and a similar range of basic Skills. They are observant and cunning, and could be very useful as spies and errand-runners. If the players don't think of this, have Karl drop a few hints: 'Anyfink you need to know, guv'nor, look no further. It's mazin' wot a bit o' silver does fer the eyesight an' memory.' **Note:** they would stand out like a sore thumb in any well-to-do area. (Karl will point this out if necessary — with the air of one explaining to a very small child.)

However, they do know a great many servants, labourers, bar staff and the like. They are a close-knit group, and work together or not at all.

Their services are not expensive; they will ask for 3 brass pennies each per day, but can be bargained down to 1. They will, however, claim extra fees, if they report something which clearly interests the party. Karl insists on payment in silver — if offered gold, he will say, 'D'yer fink yer could break that inter small change fer me, guv'nor? Wouldn't want anyone finking I'd pinched it.'

If the Characters hire Karl and his friends, you can determine what information they can supply to advance the adventure. If the party simply hands Karl over to the Halfling, a few sling-stones might come their way at a later time.



CARNIVAL EVENTS

In addition to the numerous traders, street entertainers, and other impromptu attractions, the Carnival boasts several major events that take place at various locations around the city. It is at these events that the Characters have the chance to rub shoulders with the city's movers and shakers — and most importantly, to meet and influence the major NPCs.

All the major events of Carnival Week are listed below, by location: refer to the City Map at the start of the book. You are free to change or replace any of these events at will: almost anything can happen in Carnival Week. For example, everyone is hoping that Bamber and his Amazing Singing Frogs will be back from Albion again this year.

Note: no events are scheduled for the ninth and final day of the Carnival, which is for winding down, packing up, cleaning the streets, and sobering up after the eight-day binge.

THE GREAT PARK

Day	Time	Event
Wellentag	Noon–11:00 p.m.	Festival of Fine Ales
Aubentag	Noon–11:00 p.m.	Festival of Fine Ales
Markttag	Noon–11:00 p.m.	Festival of Fine Ales
Backertag	2–6:00 p.m.	Horse Fair
Bezahntag	3–4:00 p.m.	Flying Displays
Konigstag	2–6:00 p.m.	Pageants and Jousting
Konigstag	9–11:00 p.m.	Illuminations of the Black Pool
Angestag	2–6:00 p.m.	Pageants and Jousting
Angestag	9–11:00 p.m.	Illuminations of the Black Pool
Festag	2–6:00 p.m.	Pageants and Jousting
Festag	Midnight–2:00 a.m.	The Illuminations of the Black Pool (Grand Finale)

THE MAJOR NPCs

The handouts for this adventure include a card for each major NPC, listing the events that he or she will attend. In addition, the *Major Attractions Card* lists all these events in chronological order, along with the major NPCs to be found at each event.

For example, if you wish to know where Chancellor Sparsam will be at 5:00 p.m. on Bezahntag, his NPC Card shows you that he will attend the Exhibition of Heraldic Arts in the Square of Martials. The *Major Attractions Card* shows that also present will be Johann Schwermutt, Ar-Ulric, Siegfried Prunkvoll, Gotthard Wallenstein, and so on.

If an NPC is only at an event for part of the running time, the times they are present are shown in brackets.

The Festival of Fine Ales (Wellentag, Aubentag, Markttag, Noon to 11:00 p.m.)

Brewers and victuallers from across the city, and many visiting from Middenland, put their finest food and drink on display. Tastings are held at each brewer's booth, and larger quantities are consumed in the many beer tents set up around the park. The Watch has also built a large wooden cage to house drunks until they sober up.

This event is attended by the following NPCs:

Wellentag: Dieter Schmiedehammer (7–11), Rallane Lafarel (6–11), Ulric Schutzmann (9–10), Johann Schwermutt (5–6), Maximilian von Genscher (5–6), Kirsten Jung (5–6), Petra Liebkosen (5–6), Allavandrel Fanmaris (7–11), Gotthard Wallenstein (1–3), Luigi Pavarotti (5–7).

Aubentag: Dieter Schmiedehammer (8–11), Rallane Lafarel (8–11), Maximilian von Genscher (2–4), Kirsten Jung (10–11), Luigi Pavarotti (2–4).

Markttag: Dieter Schmiedehammer (8–11), Allavandrel Fanmaris (8–11), Luigi Pavarotti (2–4).

The Horse Fair (Backertag, 2–6:00 p.m.)

Horse breeders from across Middenland bring their best animals to show off at this event, which is attended by everyone who is serious about quality horseflesh. A good showing here can lead to lucrative contracts with the city's coaching lines and cavalry units.

This event is attended by the following NPC

Dieter Schmiedehammer (5–6), Janna Eberhauer (4–6), Ar-Ulric (3–6), Siegfried Prunkvoll (3–6), Allavandrel Fanmaris (2–4), Gotthard Wallenstein.

The Flying Display (Bezahltag, 3–4:00p.m.)

The city's wizards present a display of formation flying, and complex aerial manoeuvres. Part of the event's appeal is the ever-present possibility of a mid-air collision. This year, it is rumoured, the wizards intend to press their case for tax reform by trailing banners with anti-tax slogans.

This event is attended by the following NPCs

Maximillian von Genscher, Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen, Natasha Sinnlich.

Pageants and Jousting (Konigstag-Festag, 2–6:00 p.m.)

These are not events for serious fighting men, but rather for half-drunken young nobles who invariably make fools of themselves. Admission is by invitation only. Characters of noble stock may gain admission if they befriend a Middenheim noble — say, by purchasing a round of drinks for a whole gang of them. Alternatively, bribery may work, even for a non-noble, but it will not be cheap.

In addition to the non-lethal combats, there is much attention to formalities, and any participant without *Etiquette (Nobles)* Talent stands out like a sore thumb. A gang of young nobles will probably turn on the 'peasant,' who is turned over to the militia without a second thought. All competitors must have their own warhorse, squire, full suit of (shining) plate armour, lance, hand weapon, and heraldic banners. The gift of a favour from a sultry and aristocratic member of the audience is also desirable.

The actual jousting is fairly tame, but looks very dramatic with plate-clad jousters charging at each other on fine warhorses. The jousters continue the contest until one is forced off his or her horse: this occurs when one jouster beats the other by at least 4SL on an **Opposed Melee (Polearm)** Test. The lances are weakened especially to break before doing any real damage.

This event is attended by the following NPC

Konigstag: Katarina Todbringer (4–5), Hildegard Zimmerlich (4–5), Johann Schwermutt (2–3), Janna Eberhauer (2–4), Petra Liebkosen (2–4), Natasha Sinnlich (2–5), Siegfried Prunkvoll (2–5).

Angestag: None

Festag: Rallane Lafarel (5–6), Ulric Schutzmann (4–5), Siegfried Prunkvoll (4–5).

The Illuminations (Konigstag, Angestag, Festag, 9–11:00 p.m.)

Almost every wizard in the city joins in, casting spells to form huge displays of magical light. Some wizards even fly through the display, trailing magical hues behind them. Primitive fireworks are also used (but not while any wizards are flying!), though everyone knows they're nowhere near as good as 'real magic.' Most of the fireworks simply explode with lots of bright light and deafening noise, but recent advances have resulted in the spectacular '*Star-Spirals*' and '*Dragon-Breaths*.' During the displays, the Watch is on full alert to spot any fires that may develop in the city.

This event is attended by the following NPCs

Konigstag: Rallane Lafarel, Ulric Schutzmann, Maximillian von Genscher (9–10), Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen.

Angestag: Albrecht Helseher, Janna Eberhauer, Ar-Ulric, Emmanuelle Schlagen.

Festag (Grand Finale): Dieter Schmiedehammer, Rallane Lafarel, Johann Schwermutt, Maximillian von Genscher, Albrecht Helseher, Janna Eberhauer, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Gotthard Wallenstein, Luigi Pavarotti.



BERNABAU STADIUM

Day	Time	Event
Wellentag	4–5:00 p.m.	Minotaur Fights
Aubentag	4–5:00 p.m.	Minotaur Fights
Markttag	Noon–1:00 p.m.	The Fire-Breathers of Carroburg
Markttag	4–5:00 p.m.	Minotaur Fights
Backertag	Noon–1:00 p.m.	The Fire-Breathers of Carroburg
Backertag	3–5:00 & 6–8:00 p.m.	Snotball Quarter-Finals
Bezahltag	Noon–1:00 p.m.	The Fire-Breathers of Carroburg
Bezahltag	3–5 & 6–8 p.m.	Snotball Quarter-Finals
Konigstag	2–4:00 & 5–7:00 p.m.	Snotball Semi-Finals
Angestag	2–4:00 p.m.	Snotball Cup Final

The Minotaur Fights

(Wellentag, Aubentag, Markttag, 4–5:00 p.m.)

The fight takes place in a pit some 40 yards in diameter. Since the fighter is allowed no armour except a shield, only the bravest warriors take part. The Minotaur is armed with a two-handed club. This year there are three Minotaurs in prime fighting condition, and in between bouts there will be lesser bouts pitting visiting warriors against captured Beastmen and other creatures. Two of the Minotaurs are already booked; one by the Dwarf Glugnur (page 61) and the other by Alchred von Hintz, a young, impoverished noble from Altdorf. This means that one Minotaur is free should one of the Characters wish to take part.

While the Minotaurs do their best to kill their opponents, the fighters must *Pull Their Blows* (WFRP page 173), which means that their strikes will not cause Critical Wounds. The beast is defeated when its Wounds are reduced to zero, causing it to keel over unconscious for 1d10 rounds. The Minotaurs are rewarded with food when they win.

The prize for winning a fight is a purse 5d10 silver shillings, though particularly entertaining fights might attract additional coin from an exultant crowd. Ticket prices range from 2 brass pennies to 10 silver shillings, depending on the quality — or presence — of the seating. The winner of a Minotaur fight gains general public respect for the duration of the Carnival, and is noticed by the Midden Marshals and by any other major NPCs attending the event.

MINOTAUR PIT FIGHTER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	65	25	51	50	25	35	25	20	30	15	36

Traits: Belligerent, Fury, Horns +9, Hungry, Night Vision, Size (Large), Weapon (Club) +9

Note: as a Large creature, the Minotaur's club gains the *Damaging* quality against average-sized creatures. Against small creatures, it also gains *Impact*, and the damage of each blow is doubled. Halving challengers to the stadium are rare, but always draw an enthusiastic crowd.

If the challenger loses the fight by being reduced to zero Wounds, a number of trained 'bullies' leap into the ring. They try to entice the Minotaur away before it starts eating its victim and enters a *Frenzy*. Betting on Minotaur fights is fast and furious, and for outsiders the odds are generally based on species: Dwarfs 2:1; Humans 3:1, Elves 3:1, and Halflings 15:1. Longer odds are rare, since the view is that only good fighters take up the challenge.

This event is attended by the following NPCs

Wellentag: Dieter Schmiedehammer, Ulric Schutzmann, Johann Schwermutt, Maximillian von Genscher.

Aubentag: Natasha Sinnlich, Siegfried Prunkvoll, Allavandrel Fanmaris, Gotthard Wallenstein.

Markttag: Ulric Schutzmann, Natasha Sinnlich, Gotthard Wallenstein.



The Fire-Breathers of Carroburg (Marktag, Backertag, Bezahltag, Noon–1:00 p.m.)

More than a century ago, Duke Reiner von Bildhofen, the great-grandfather of the city's current ruler, ordered a great fire festival to celebrate the centenary of the accession of his distant relative Magnus the Pious to the Imperial throne. Supposedly based on ancient Teutogen fire rituals in the seat of their ancient kings, it was the spectacle of the year; ever since then fire-breathers have flocked to the town. As a result, Middenheim's Entertainers' Guild has become the greatest centre of fire-breathing arts in the Old World. Wherever they go, Carroburg's spectacular fire-breathers attract enormous crowds.

This event is attended by the following NPCs

Marktag: Ulric Schutzmann, Allavandrel Fanmaris.

Backertag: Hildegarde Zimperlich, Janna Eberhauer, Emmanuelle Schlagen.

Bezahltag: Johann Schwermutt, Petra Liebkosen, Natasha Sinnlich, Allavandrel Fanmaris.

Middenball (Backertag & Bezahltag 3–8:00 p.m., Konigstag 2–7:00 p.m., Angestag 2–4:00 p.m.)

Middenball, also known as Snotling Football, or 'Snotball,' is a Middenheim craze. Now popular across the Empire, some people come to the Carnival just to follow this ancient sport. Two teams of 11 players try to get the ball — which for carnival is always a traditional design of a Snotling trapped in a spherical wicker cage — into the other team's goal by any means possible.

There are three main rules:

- ☠ First: no weapons or magic
- ☠ Second: no player may be in physical contact with the ball as it crosses the goal-line
- ☠ Third: no fouling.

Note: this last rule is a catch-all, and simply permits the referee to send players off for excessive violence, such as repeated eye-gouging, two-handed throttling, use of knives longer than a thumb, and so on. More detailed rules for Middenball can be found in **Middenheim: City of the White Wolf**.

Players wear leather jerkins dyed in their team colours with an identifying number on the back, leather trousers with plenty of shin padding, tough leather boots, and a mail coif. Heavy leather gauntlets protect the hands against bites: holding and even carrying the cage is acceptable. In the past, live Snotlings were used, bound with leather straps into a rough ball shape. But today even the most hardened traditionalists acknowledge that this is barbaric and unnecessary. Also, being somewhat free within the cage allows them to bite anyone who handles the ball incautiously.

Typical crowds are 2,000–3,000 for the quarter-finals, up to 4,000 for the semi-finals, and a capacity crowd of just over 5,000 for the final. The Bernabau Stadium is built to hold 4,800 spectators, but a typical Cup Final crowd is around 5,200. Unfortunately, the game does attract a hooligan element, and rioting is not unknown. For this reason, the Watch and Militia are generally present in strength at all matches.



WHAT ARE THE ODDS?

In the table below, the odds of each team winning their game are shown. It is also possible to place a bet on who the overall winner will be. The odds for this are given below – once any games at all have been played in a particular phase, it is no longer possible to place these bets.

QUARTER FINALS

Wolf Runner Coaches (33:1) Castle Rock Coaches (50:1)
 Bergsburg Teamsters (10:1)
 Middenheim Tailors & Weavers (100:1)
 Middenheim Carpenters (200:1) Eastenders (9:2)
 Southgate Slammers (5:1) Beeckerhoven Rangers (25:1)

SEMI FINALS

Wolf Runner Coaches (25:1) Eastenders (4:1)
 Bergsburg Teamsters (3:1) Southgate Slammers (3:1)

FOR GROGNARDS: A SURE BET

In a way, playing this adventure again after having played the first edition can be regarded as a form of time travel, and a popular trope in time-travel stories is the cocksure chancer who plans to make a killing on the stock market or sports betting by using information from the future. The Middenball championships offer just such an opportunity.

If grognard players try to use the betting in this way, you have two basic options. The simplest, and in many ways the less satisfying, is simply to change the results of the matches!

Arguably more satisfying, however, is to allow the Character to place winning bets, walk away with a fortune – and then lose it all. Perhaps the bookie absconds minutes before the end of the match, or perhaps the Character comes to the attention of the authorities, leading to several uncomfortable questions about the use of unlawful magic. Naturally, the fine for this will amount to just a little more than their total winnings.



MIDDENBALL TICKET PRICES

Round	Standing	Seated
Quarter-finals	1/-	6/-
Semi-finals	1/6	10/-
Final	2/6	1 GC

Tickets for the final are already sold out, and can only be obtained from touts. Touts sell tickets for five times their face value of the ticket, but may be *Haggled* down by 50%. There is a 10% chance that the tickets are forged. If the Characters have made friends with a particularly resourceful or well-to-do NPC, there is a chance that this individual can lay hands on a few tickets, but to most people they are like gold dust; no one will part with one cheaply.

As with the Minotaur fights, a great deal of money changes hands over the Snotball finals; fixtures, odds and results are shown in the table below.

MIDDENBALL FIXTURES, ODDS AND RESULTS

Day	Stage	Time	Team 1 (Odds)	Team 2 (Odds)	Result
Backertag	Quarter-finals	3–5 pm	Wolf Runner Coaches (3:2)	Castle Rock Coaches (2:1)	1 – 0
NPCs Attending		Maximillian von Genscher			
Backertag	Quarter-finals	6–8 pm	Bergsburg Teamsters (1:7)	Middenheim Tailors & Weavers (6:1)	2 – 1
NPCs Attending		Rallane Lafarel, Gotthard Wallenstein			
Bezahltag	Quarter-finals	3–5 pm	Middenheim Carpenters (10:1)	Eastenders (1:13)	0 – 5
NPCs Attending		Dieter Schmiedehammer, Gotthard Wallenstein, Luigi Pavarotti			
Bezahltag	Quarter-finals	6–8 pm	Southgate Slammers (2:7)	Beeckerhoven Rangers (6:1)	2 – 1
NPCs Attending		Ulric Schutzmann, Maximillian von Genscher, Allavandrel Fanmaris, Gotthard Wallenstein, Luigi Pavarotti			
Konigstag	Semi-Finals	2–4 pm	Wolf Runner Coaches (5:1)	Eastenders (2:3)	1 – 3
NPCs Attending		Allavandrel Fanmaris, Gotthard Wallenstein			
Konigstag	Semi-Finals	5–7 pm	Bergsburg Teamsters (2:3)	Southgate Slammers (Evens)	0 – 1
NPCs Attending		Dieter Schmiedehammer, Johann Schwermutt, Gotthard Wallenstein, Luigi Pavarotti			
Angestag	Final		Southgate Slammers (Evens)	Eastenders (3:2)	2 – 3
NPCs Attending		Dieter Schmiedehammer, Rallane Lafarel, Ulric Schutzmann, Johann Schwermutt, Maximillian von Genscher, Natasha Sinnlich, Allavandrel Fanmaris, Gotthard Wallenstein, Luigi Pavarotti.			

ROYAL COLLEGE OF MUSIC

Day	Time	Event
Wellentag	2–5:00 p.m.	Matinee of Bards and Poets
Wellentag	7–10:00 p.m.	Operatic recitals
Aubentag	4–6:00 p.m.	Matinee of Bards and Poets
Aubentag	7–10:00 p.m.	Opera, <i>The Barbarian of Vessille</i>
Marktag	2–4:00 p.m.	Dwarven Valley Choirs
Marktag	4–6:00 p.m.	Matinee of Bards and Poets
Marktag	7–10 p.m.	Opera, <i>The Barbarian of Vessille</i>
Backertag	3–5:00 p.m.	Dwarven Valley Choirs
Backertag	7–10:00 p.m.	Opera, <i>'The Barbarian of Vessille'</i>
Bezahltag	3–5:00 p.m.	Elven Lightsingers
Bezahltag	7–10:00 p.m.	Opera, <i>The Barbarian of Vessille</i>
Konigstag	2–4:00 p.m.	Giuseppe Pastrami's Luccinian Liturgical Castrates Choir
Konigstag	7–10:00 p.m.	Opera, <i>The Barbarian of Vessille</i>
Angestag	2–4:00 p.m.	Giuseppe Pastrami's Luccinian Liturgical Castrates Choir
Angestag	6:00 p.m.–midnight	Opera, <i>The Ring of the Nibble Unger Lied</i> (Part 1)
Festag	6:00 p.m.–midnight	Opera, <i>The Ring of the Nibble Unger Lied</i> (Part 2)

Matinee of Bards and Poets (Wellentag 2–5 p.m., Aubentag & Marktag 4–6:00 p.m.)

Poets and singers from across the Empire compete for the prestigious Graf's Cup, a silver chalice awarded each year to the leading competitor. This year, owing to the Graf's indisposition, his daughter Katarina presents the cup to the winner. The Aubentag recital includes a guest appearance by the court minstrel Rallane Lafarel, who recites the popular poem, *'There's a One-Eyed Fellow Hiding to the North of Kammendun.'*

This event is attended by the following NPCs

Wellentag: Rallane Lafarel (3–5), Katarina Todbringer (3–5), Hildegard Zimmerlich (3–5), Kirsten Jung, Natasha Sinnlich (4–5), Allavandrel Fanmaris (4–5), Luigi Pavarotti.

Aubentag: Dieter Schmiedehammer, Rallane Lafarel (participating), Ar-Ulric, Allavandrel Fanmaris (5–6), Luigi Pavarotti.

Marktag: Johann Schwermutt, Janna Eberhauer (4–5), Katarina Todbringer, Emmanuelle Schlagen, Allavandrel Fanmaris, Karl-Heinz Wasmeier.

Operatic Recitals (Wellentag, 7–10:00 p.m.)

Two opera companies are in Middenheim for the Carnival. In between rehearsals, the stars always make time for a special recital in which they show off their favourite arias for a select audience. For lovers of culture, this one-time event is a greater attraction than the operas themselves. The fact the event is only for a 'select few' ensures boasting and competition is rife. It's now considered one of the only events worth being seen at. Audience members go to extreme lengths with their attire or other ways to draw attention, even upstaging the performance by loud throat clearing, pretend sneezing, or worse, snoring.

This event is attended by the following NPCs

Josef Sparsam, Janna Eberhauer, Ar-Ulric, Emmanuelle Schlagen, Gotthard Wallenstein, Luigi Pavarotti.

Opera, *The Barbarian of Vessille* (Aubentag – Konigstag, 7–10:00 p.m.)

This opera by the Tilean composer Giacomo Verdini is a popular classic, with its mix of catchy tunes and farce-laden plot appealing to the less cultured as well as the highbrow elite. Set in the Magrittan suburb of Vessille, the opera tells of a resourceful Norseman, Figg Arrosen, who helps a lovestruck young noble rescue his beloved from the clutches of her uncle, who plans to marry her himself and keep the dowry left to her by his dead brother, her father. This year's production is staged by the city's garrison, with the Estalian mercenary Captain Mordigan directing and conducting, and the Norse-born trooper Illgrim Hellwind singing the lead.

This event is attended by the following NPCs

Aubentag: Katarina Todbringer, Hildegard Zimmerlich, Gotthard Wallenstein, Karl-Heinz Wasmeier

Marktag: Rallane Lafarel, Maximilian von Genscher, Kirsten Jung, Joachim Hoflich

Backertag: Josef Sparsam, Rallane Lafarel, Siegfried Prunkvoll, Luigi Pavarotti

Bezahltag: Dieter Schmiedehammer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen

Konigstag: Ar-Ulric, Natasha Sinnlich

Dwarf Valley Choirs (Markttag 2–4:00 p.m., Backertag 3–5:00 p.m.)

Middenheim's Dwarf community boasts three choirs, who are joined by visiting Dwarfs in performing classic songs such as 'Dwarfs of Hillrock,' 'Land of My Ancestors,' 'Saucepán Rock,' and 'All Through the Unusually Resistant Band of Fine-Grained Basalt.'

This event is attended by the following NPCs

Markttag: Katarina Todbringer, Hildegard Zimmerlich

Backertag: Dieter Schmiedehammer, Ulric Schutzmänn, Kirsten Jung

Elven Lightsingers (Bezahltag, 3-5 p.m.)

Elven *niuromaintiech* music, with its complex vocal sounds, its performers' eye-catching costumes has found an enduring audience among the other races of the Old World. The audience at this recital show their admiration of the performers by imitating their bizarrely-cut clothes, elaborate hairstyles, and lavishly-applied makeup. Those attending this recital are treated to performances by perennial favourites Adamantiel 'Prince Charming' Dandihyweiman, the Elven League, and the so-called 'Wild Elves' themselves, Duriandian Leboniel and his quintet (who plan to honour the city of Ulric with their popular ditty 'Hungry Like the White Wolf'). At the finale of the Bezahltag performance, the court minstrel Rallane Lafarel joins the performers on stage for a rousing version of 'Elves in a Screaming Bowl.'

This event is attended by the following NPCs

Bezahltag: Rallane Lafarel (participating), Katarina Todbringer, Hildegard Zimmerlich, Ar-Ulric, Kirsten Jung, Allavandrel Fanmaris.

Giuseppe Pastrami's Luccinian Liturgical Castrates Choir (Konigstag-Angestag, 2–4:00 p.m.)

The practice of prolonging the career of a boy soprano by surgical means is widely denied in Tilea. Giuseppe Pastrami maintains that the word *castrati* comes from an ancient Classical word meaning a castle, and that the form originated in court singing, but many in the Empire have their doubts. What none can deny, though, is that the *castrati* have beautiful singing voices, if a little shrill at times.

This event is attended by the following NPCs

Konigstag: Josef Sparsam, Rallane Lafarel, Ar-Ulric, Emmanuelle Schlagen, Kirsten Jung, Luigi Pavarotti, Karl-Heinz Wasmeier

Angestag: Katarina Todbringer, Hildegard Zimmerlich, Ar-Ulric, Siegfried Prunkvoll

Opera, *The Ring of the Nibble Unger Lied* (Angestag-Festag, 6:00 p.m. – midnight)

By contrast with *The Barbarian of Vessille*, this opera in two parts is for serious aficionados only. Regarded as one of the most challenging operas to sing, and even more challenging to sit through, Rickard Wegener's masterpiece is based on an old Norscan myth, appropriated by Wegener in the time of the Empire's rebuilding under Magnus the Pious, with names and locations adapted accordingly. The complex plot deals with an ancient god who takes an unwelcome and meddling interest in an ancient warrior clan, causing great suffering and confusion for his own amusement.

This event is attended by the following NPCs

Angestag: Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll,

Gotthard Wallenstein, Luigi Pavarotti, Joachim Hoflich, Karl-Heinz Wasmeier

Festag: Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll,

Gotthard Wallenstein, Luigi Pavarotti, Joachim Hoflich, Karl-Heinz Wasmeier

RHKNHT

The Well Renowned
Dwarf Valley Choirs
Shall perform a most
excellent rendition

of
Truest Dwarf Music

At the Royal College of Music
this Markttag at 2 bells past noon
& Backertag at 3 bells past

Viewing of inspirational minerals
& recitation of cherished grudges to follow
Booking Essential

ROYAL GARDENS

Day	Time	Event
Wellentag	2–4:00 p.m.	Elven Gymnasts
Wellentag	7–9:00 p.m.	Play, <i>A Knight's Midsummer Dream</i>
Aubentag	2–4:00 p.m.	Elven Gymnasts
Aubentag	8–10:00 p.m.	Elven Lightsingers
Marktag	2–4:00 p.m.	Pageant of Mummers Improvisational Theatre
Marktag	4–8:00 p.m.	Garden Party
Backertag	2–4:00 p.m.	Jade Life-Sculpting
Bezahltag	2–4:00 p.m.	Jade Life-Sculpting

Permanent Exhibitions of Sculptures

Select pieces from the collection of the Graf — and of several other prominent Middenheimer families who wish to be seen as champions of art and culture — are placed throughout the gardens for the admiration and edification of the lower orders.

This event is not attended by any of the major NPCs.

Elven Gymnasts (Wellentag–Aubentag, 2–4:00 p.m.)

Combining grace and athleticism, the Elven art of *leipinlluneis* is the pinnacle of gymnastic endeavor, and never fails to draw gasps of admiration from all who see it. This year's display has been choreographed by the legendary Nadillien Coillmeinish who is still regarded as one of the best *leipinlluneis* ever seen in the Empire.

This event is attended by the following NPCs:

Wellentag: Rallane Lafarel (2-3), Janna Eberhauer (3-4), Emmanuelle Schlagen, Petra Liebkosen

Aubentag: Rallane Lafarel, Kirsten Jung

Play, *A Knight's Midsummer Dream* (Wellentag, 7–9:00 p.m.)

This mythological romantic comedy is set in the Classical world. It deals with the events surrounding the marriage of an ancient duke to a fabled warrior queen; unknown to the humans, the grove where they celebrate their nuptials is part of an Elf-wood, whose inhabitants play various tricks on them to show how ridiculous human love is. The play is attributed to the Albionite writer Wilhelm Pikewaver, who some scholars claim was a pen-name used by various noblemen and wizards from that cold and misty land, for reasons that no one can guess.

This event is attended by the following NPCs:

Wellentag: Katarina Todbringer, Hildegarde Zimmerlich, Johann Schwermutt, Albrecht Helseher, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Joachim Hoflich, Karl-Heinz Wasmeier

Elven Lightsingers (Aubentag, 8–10:00 p.m.)

The stars of Elven *niuromaintiech* music (see page 71) promote their concert at the Royal College of Music by giving a free performance in the Royal Gardens.

This event is attended by the following NPCs:

Aubentag: Johann Schwermutt, Janna Eberhauer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Luigi Pavarotti, Joachim Hoflich

Pageant of Mummers Improvisational Theatre (Marktag, 2–4 p.m.)

Leading members of the Mummers' Guild, and the city's various theatre companies present an afternoon of light-hearted yet cultured entertainment, improvising scenes based on suggestions from the audience. The part of the show titled 'Whose Lore is it Anyway?' is enduringly popular, and challenges the scholars and wizards in the audience to throw out the most obscure facts and references they can, for the performers to weave together into short comedic sketches.

This event is not attended by any major NPCs.

The Garden Party (Marktag, 4–8:00 p.m.)

This is the main social event of the Carnival, and is attended by anyone who is anyone. The Characters can get invitations from any of the major NPCs, but only if they have proved that they can keep their manners at a high-society event, and not embarrass the benefactor who invited them. The garden party provides an excellent opportunity to meet and chat casually with many of the major NPCs. The punch, doctored by Luigi Pavarotti (page 140), is rather potent (–20 penalty to all **Consume Alcohol** Tests), and some young ladies and gentlemen of genteel disposition may be led off fainting after a while.

This event is attended by the following NPCs:

Dieter Schmiedehammer (6–8), Rallane Lafarel (4–7), Katarina Todbringer (6–8), Hildegarde Zimmerlich (6–8), Maximilian von Genscher (5–7), Albrecht Helseher (5–6), Janna Eberhauer (5–8), Ar-Ulric (7–8), Emmanuelle Schlagen (6–8), Kirsten Jung (6–8), Petra Liebkosen (4–8), Natasha Sinnlich (5–8), Siegfried Prunkvoll (4–6), Allavandrel Fanmaris (5–8), Gotthard Wallenstein (5–7), Luigi Pavarotti (4–8)

WHAT A SWELL PARTY THIS IS

The Garden Party offers the perfect opportunity for the Characters to rub shoulders with the most influential people in Middenheim. It's also an opportunity to embarrass themselves through accidents, lapses of etiquette, and other mishaps.

No fewer than 16 of the adventure's major NPCs are attending the party. The Characters can wrangle an invitation from any one of them whom they have met and impressed. If they work the party effectively, they can make the acquaintance of many more influential people, gathering influence and information that will prove invaluable in concluding the adventure.

It should go without saying that Etiquette (Nobles) will be invaluable at the Garden Party. Other useful Skills and Talents include *Charm*, *Consume Alcohol*, *Gossip*, *Attractive*, and *Gregarious*, while one or more previous careers as a noble – or at least somewhere in the Courtier class – is also an advantage. The NPC Sheet for each of the attending dignitaries includes a brief personality sketch and information on likes and dislikes, which you can use to guide their responses to the Characters.

For an added challenge, the Characters may also need to deal with hazards that are practical rather than social. These can range from stumbling over a tent-peg hidden in the grass to dodging a passing servant who has stumbled while carrying a tray of food or drink, or rescuing a skittish elderly aristocrat from a bee. If the Characters have made enemies already – or if some of the attending servants, who are greater snobs than their masters, decide that these upstart adventurers need to be taken down a peg or two – the Characters might also have to contend with petty acts of sabotage such as drinks laced with pepper, subtle pushes and trips, and deliberately wrong advice on the way to make a good impression on a particular NPC.

For players who enjoy social interaction, the Garden Party can be played out in full, filling an entire session of play. A more comprehensive guide as to what occurs at the Garden Party can be found in the *Power Behind the Throne Companion*.

Jade Life-Sculpting (Backertag-Bezahltag, 2–4:00 p.m.)

Spellcasters of various types use their arts to create beautiful and fantastical shapes in the Ducal topiary garden. Although the event is billed as an exhibition rather than a contest, competition between the various participants is keen with competitors getting quite snippy. Everyone is watching the wizards of the Jade Order, and the Wood Elves of Laurelorn, in particular. This year, it is whispered, a Truthsayer from Albion is taking part, and perhaps demonstrating some of that land's famed druidical lore.

This event is attended by the following NPCs:

Backertag: Rallane Lafarel, Katarina Todbringer, Janna Eberhauer, Ar-Ulric (2–3), Emmanuelle Schlagen, Petra Liebosen (2–3)

Bezahltag: Petra Liebosen (2–3)

SQUARE OF MARTIALS

Day	Time	Event
Wellentag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Wellentag	2–4:00 p.m.	Archery Tournament
Aubentag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Aubentag	2–4:00 p.m.	Archery Tournament
Markttag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Markttag	2–4:00 p.m.	Archery Tournament
Markttag	5–7:00 p.m.	Barnumble's Incredible Elephant Show
Backertag	11 a.m.–1:00 p.m.	Challenges to the Graf's Champion
Backertag	5–7:00 p.m.	Barnumble's Incredible Elephant Show
Bezahltag	11 a.m.–2:00 p.m.	Ice Dance Championships
Bezahltag	5–7:00 p.m.	Exhibition of Heraldic Arts
Konigstag	11 a.m.–2:00 p.m.	Ice Dance Championships
Konigstag	5–7:00 p.m.	Exhibition of Heraldic Arts
Angestag	11 a.m.–12.30 p.m.	Water Polo Tournament

Challenges to the Graf's Champion (Wellentag-Backertag, 11 a.m.– 1:00 p.m.)

Two combats (at 11:30 a.m. and 12:30 p.m.) take place between Dieter Schmiedehammer, the Graf's Champion, and any challengers for his title. In theory, anyone may issue a challenge (including any Character), but members of the City Guard weed out the time-wasters (anyone with Strength or Weapon Skill below 30). Two challengers are chosen by lot each day.

All challengers must pay an entrance fee of 3 GCs before the combat, and sign a document swearing never to take up arms against the Todbringer family, their servants and subjects, and undertaking, if successful, to serve the Graf as champion until defeated in combat.

Dieter has been undefeated for four years, so there are few challengers. If a qualified Character issues a challenge, you may roll dice to represent the drawing of lots, but the Character's lot is automatically drawn if you think it desirable.

THE RULES OF COMBAT

- ☠ **No Magic.** Both combatants are inspected by a wizard before the combat begins. His ornate, silver-banded black wand glows blue if either party is under the effects of any spell, enchantment, or magic item. If this happens, the offender is expelled from the event, and pelted with fruit by an enthusiastic crowd.
- ☠ **Armour.** Both contestants wear a sleeved mail coat, a mail coif, and a helmet. If both parties agree on a one-handed weapon (see below), then both may use a shield as well.
- ☠ **Weapons.** Any hand-to-hand weapon may be used, but both combatants must use the same type of weapon: swords or quarter-staves are normal. If both parties cannot agree on the choice of weapons, a senior member of the City Guard adjudicates — usually in favour of the existing Champion.
- ☠ **Subdual.** Combat is not to the death: the fighters must *Pull their Blows* (WFRP page 173), which means that their attacks cannot cause Critical Wounds. A combatant is defeated when their Wounds are reduced to zero — the adjudicators are very experienced in judging when a fighter has reached this point. If any blow is clearly struck in anger or with intent to maim or kill, a half-dozen Watchmen separate the contestants and drag the offender off to the cells.



Anyone who tries to even the odds — for example by bribing Dieter — faces disappointment and considerable trouble. Dieter refuses to be bribed, and is mortally offended by the mere suggestion.

Defeat

Dieter never loses to a NPC challenger. An unsuccessful challenger is prohibited from challenging again for another two years, but the crowd may still cheer for a valiant loser.

Victory

A defeat does not bother Dieter unduly, since he wants to get married, and has been thinking about stepping down from his post anyway. If the Character is a gracious victor, for example, congratulating Dieter on a fight well fought and complimenting him on his past record, Dieter may invite them out for a celebratory drink. At your option, he may be accompanied by Kirsten Jung, Rallane Lafarel, and Allavandrel Fanmaris, giving the Characters a chance to make their acquaintance.

The winner receives a splendid silver medallion (1 GC) and cup (30 GCs). The medallion is awarded for life, but the cup must be passed on to whomever next becomes the Graf's champion.

The new champion's name is inscribed on a massive copy of the cup, which is displayed in the square during the contest, and kept in the Treasury at other times. In addition, an appreciative crowd may throw small change to the value of 1d10 silver shillings, if they enjoyed the fight.

If Dieter loses one of the early bouts, his successor must face any subsequent challenges. These challengers are of similar ability to the Character (perhaps a point of two lower here and there, if you are feeling kind). Obviously, it makes sense to challenge Dieter close to the end of the event!

The winner of the eighth and final combat is inducted as the Graf's champion, and must take a lengthy oath (backed up by a long and complex legal document) undertaking to serve the Graf faithfully and well as his champion. The character may elect to enter the career of Duelist for free, though this is not compulsory. A speech is customary at this point: let the player improvise one, and judge how favourably it impresses the crowd, and any major NPCs who are present. The following are likely to be crowd pleasers: mentioning the greatness of Middenheim, the might of Ulric, or the excellent quality of the Carnival.

After the ceremony, the new champion is summoned (alone) to a brief audience with the three Midden Marshals (page 124). At your option, any Character who catches their eye may be summoned before them. After an initial round of pleasantries, von Genscher inquires about the Character's hometown and background. All three Marshals stress the duties and responsibilities of the Graf's champion, the social and political aspects of the position, and so on. If the Characters have already been active among the major NPCs, von Genscher tactfully inquires about their goals and intentions.

At the same time, the Character have the opportunity to question the Marshals subtly — though they will not appreciate being grilled. If the character impresses the Marshals — and especially if the event 'Chaos Strikes by Night' (page 89) has already been concluded successfully — the Marshals will be more open, expressing concern about the political situation while emphasising their determination to remain above politics for the sake of their military duty.

Audience with the Graf

After the investiture, the new champion is summoned to the palace for a brief audience with the Graf himself. Like the Marshals, the Graf stresses the duties of the post, saying nothing that the Character has not heard before. At this formal interview, the new champion is not given the opportunity to do anything except nod, bow, and express thanks for the honour of the post.

This is an opportunity for the Character to see the Graf, and realise how much he is struggling under the crushing weight of his despair. He rambles, trails off, and repeats himself several times during his speech, and one or more of the NPCs present tries to keep him on track. However, if the new Champion is truly respectful of the Graf, and shows commitment to the role, do allow the Graf a moment of clarity to nod slowly and praise them for their victory over Dieter.

For further advice on portraying Graf Boris Todbringer, see page 32.

There is much to gain in terms of networking with important NPCs as the audience might include the 'Princess,' one of more Marshals, the Chancellor, and perhaps a Law Lord: many of the city's great and good are curious about the new champion.

This event is attended by the following NPCs:

Wellentag: Dieter Schmiedehammer (participating), Ulric Schutzmann, Johann Schwermutt, Petra Liebkosen, Siegfried Prunkvoll, Allavandrel Fanmaris

Aubentag: Dieter Schmiedehammer (participating), Maximillian von Genscher, Siegfried Prunkvoll

Markttag: Dieter Schmiedehammer (participating), Ar-Ulric, Kirsten Jung

Backertag: Dieter Schmiedehammer (participating), Rallane Lafarel, Ulric Schutzmann, Johann Schwermutt, Maximillian von Genscher, Kirsten Jung, Natasha Sinnlich, Siegfried Prunkvoll, Karl-Heinz Wasmeier



**The Archery Tournament
(Wellentag-Markttag, 2–4:00 p.m.)**

There is no entrance fee, but those who wish to enter must look reasonably presentable. On entering, a priest of Shallya proffers a collecting bowl: entrants are expected to make a donation, and a donation of a few brass pennies, silver shillings, or gold crowns is customary depending on one's status. Most warrior types give at the lower end of the scale; nobles and other wealthy types give more.

The Tournament is a friendly affair, with a lot of back-slapping and amusement; it is not a serious pursuit of excellence, although Allavandrel (page 136) is eager to retain his title. Each archer fires with a bow or shortbow — no longbows, elf bows, or crossbows allowed, and, of course, not so much as a whiff of gunpowder. Shooters stand 30 yd away from a circular target. The target consists of five coloured rings of increasing size: the white bullseye; red; yellow; blue; and green. Each archer fires three arrows, and the score is totalled. Each day's winner receives a small silver medallion (6/-) on a blue ribbon. At the end of the Carnival, the overall winner (best total score over all three days) is awarded the golden Champion's medallion (3 GCs) on a red ribbon, which may be kept.

The target is of average size, and Characters may aim, if they remember to do so. At 30 yards, **Ranged (Bow)** Tests with a normal bow are **Challenging (+0)**, or **Difficult (-10)** with a short bow. Apply a bonus of +20 to the roll if the Character thought to spend an action aiming. See the **Archery Results** table to determine how many points the shooter has scored.

ARCHERY RESULTS

SL	Result	Points	Crowd's Reaction
+6 or more	Bullseye!	100	A moment's silence, followed by loud cheering
+4 to +5	Red	90	Cheering
+2 to +3	Yellow	60	Polite applause
+0 to +1	Blue	40	Indifference
-1 to -0	Green	20	Indifference
-2 to -3	Shot lands outside the scoring area	0	Indifference
-4 to -5	Shot misses the target completely	0	Jeering, 10% chance that a heckler throws half a mug of ale at the shooter
-6 or less	Shot goes wild, breaking something or catching an unfortunate bystander in a limb	0	Shouts of laughter and dismay, participant will be publicly mocked for the rest of the Carnival, furthermore a fine (1d10 pennies) to cover costs

At each day's event, there are some D10+10 NPCs trying their luck in addition to Allavandrel, and a further 8D10 people watching. Characters should roll for their own scores. To save time and dice-rolling NPCs, other than Allavandrel and Rallane, can use the following sequence of scores for a day's shooting.

220, 180, 280, 220, 260, 240, 200, 180, 180, 200, 180, 180, 240, 260, 220, 220, 220, 200, 240, 220, 120, 180, 280, 200, 200, 180, 240, 160, 240, 220.

Allavandrel will notice anyone who shoots reasonably well (or spectacularly badly). He will be happy to talk to them or anyone else who approaches him. If (or more likely, when) the Elf wins the Tournament, defeated opponents can also open a conversation with him by offering their congratulations: because of the Tournament's relaxed atmosphere, it is easy to talk to anyone here. When the last arrow of the day is fired, refreshments are served. These include red wine and ale, some fruit and meat pies. When these refreshments are finished, the contestants usually retire to a tavern. **Note:** While Allavandrel is certain to be here, other major NPCs may also drop by.

This event is attended by the following NPCs:

Wellentag: Maximillian von Genscher, Siegfried Prunkvoll, Allavandrel Fanmaris (participating)

Aubentag: Rallane Lafarel, Ulric Schutzmann, Janna Eberhauer, Petra Liebkosen, Allavandrel Fanmaris (participating)

Markttag: Dieter Schmiedehammer (participating), Rallane Lafarel (participating), Kirsten Jung, Siegfried Prunkvoll, Allavandrel Fanmaris (participating)

Barnumble's Incredible Elephant Show (Markttag-Backertag, 5–7:00 p.m.)

Barnumble the Halfing's diminutive stature makes his elephants look all the larger, and more impressive. Surius, Barnumble's largest and most gifted bull elephant, has become the toast of the Carnival. Very few in the Old World have ever seen an elephant, but almost everyone has heard stories about them, from the ancient general Hanno the Horrible, who marched them across the Badlands to attack Tilea, to the tales of explorers returning from Ind and beyond. Surius looms large on the stage, even his shadow is colossal, spectators watch in wonder and awe at the magnificent creature who is surprisingly balletic in his movements.

This event is attended by the following NPCs

Markttag: Dieter Schmiedehammer (5–6)

Backertag: Johann Schwermutt (6–7), Maximillian von Genscher (5–6), Petra Liebkosen (5–6), Luigi Pavarotti

Exhibition of Heraldic Arts (Bezahltag-Konigstag, 5–7:00 p.m.)

The Middenland College of Heraldry is an exclusive club responsible for keeping track of all arms, and badges belonging to noble houses, military units, cities, towns, guilds, and other bodies throughout the province. Sponsored by the Palace and the Middenland's major families, this exhibition shows off the skill of the College's specialist artists (called 'limners'), while giving the lower classes a chance to become acquainted with the flags and symbols of their 'betters' — which they may need to recognise on the battlefield some day.

This event is attended by the following NPCs

Bezahltag: Josef Sparsam, Johann Schwermutt, Ar-Ulric, Siegfried Prunkvoll, Gotthard Wallenstein, Joachim Hoflich, Karl-Heinz Wasmeier

Konigstag: Katarina Todbringer, Hildegard Zimmerlich, Ulric Schutzmann, Maximilian von Genscher, Siegfried Prunkvoll

The Ice Dance Championships (Bezahltag-Konigstag, 11 a.m. – 2:00 p.m.)

This event takes place on an ice rink. The task of creating the rink is taken up by Ice Witches associated with the Kisvilit embassy, who do so as a favour to the City of Middenheim. They assemble to call down hail upon the square, which is then flooded with waters drawn from the Black Pool. The Ice Witches then freeze the area, leaving a smooth surface upon which people can skate for a few hours. The competition between practiced skaters is a serene affair appealing to the city's upper crust. After the contest amateurs are allowed to take a turn, though by this time the ice has begun to rot and the event tends to descend into farce.

This event is attended by the following NPCs

Bezahltag: Rallane Lafarel (participating), Katarina Todbringer (11–12), Hildegard Zimmerlich (11–12), Janna Eberhauer

Konigstag: Rallane Lafarel (participating), Emmanuelle Schlagen, Kirsten Jung, Allavandrel Fanmaris (participating)

Water Polo Tournament (Angestag, 11:30 a.m. – 12:30 p.m.)

The ice melts overnight, assisting the production of the pool for the Water Polo tournament the next day; a particularly violent group of Marienburger marines often wins this event.

This event is attended by the following NPCs

Angestag: Rallane Lafarel, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Allavandrel Fanmaris





CHAPTER 6

THE POWERS THAT BE



This adventure requires the Characters to make the acquaintance of various figures in the upper echelons of Middenheim's society, uncover the evil plot that has prompted the new taxes, and bring influence to bear on the Graf: both to repeal the taxes, and to deal with the plot's architect.

This chapter falls into three sections. The first part covers the information that the Characters can discover from various sources, which should lead them to conclude that they need to make the acquaintance of one or more major NPCs. The second part deals with meeting the major NPCs themselves, and beginning to unravel the evil plot. The third part presents a series of events and encounters that take place independently, regardless of where the Characters are in their investigations.

ENCOUNTERING NPCs

Once the Characters have made some initial enquiries and realised that something strange is going on, you can use one or more of these events to start the main part of the adventure. In most cases, the Characters cannot initiate these events, though they can react to them as they choose.

The outcome of the first encounter with a particular NPC sets the tone of any future interaction. The Characters must decide how best to approach each NPC, and there are a number of ways of doing so.

The first is via official channels. Many of the NPCs have functions connected with the running of the City. Theoretically they should be accessible to anyone with a valid interest in their particular job. In practice, official channels may result in an appointment in 2–11 days' time (1d10+1), which is probably too late to achieve the party's goals.

The second method is to bump into the NPC in a social setting or at a Carnival event: at the opera, for example, or the Archery Tournament. This is both quicker and simpler, since it does not require an appointment or a cover story. Various GM aids (see *Keeping Track*, page 78) are provided which list the major NPCs' movements during Carnival week.

The Characters can also meet some NPCs through sheer chance as they move around the city. (A few examples are given below.) Such chance encounters can help enliven an unproductive session of play, but they must be used sparingly, so the Players do not feel they can passively wait for the answers to come to them. Some NPCs, like the Graf's Champion, are very easy to come across around the city, and do not need specially-designed 'chance encounters.'

The *Locations* section of an NPC Sheet tells where the NPC lives and how he or she can be encountered. The party must find this information out for themselves, but it should not be too difficult to do so: any Middenheimer 'in the know' able to tell the party — or at least, to make a shrewd guess — which NPCs will attend which events, and where they are likely to be found at other times. This is Middenheim's celebrity gossip, after all.



KEEPING TRACK

When running this adventure, you (the GM) need to know where every one of the 22 major NPCs is at any time, and also which major NPCs, if any, are in the same location as the Player Characters. At the back of this book are 15 NPC sheets, 21 NPC cards, one master NPC card, and a master attractions chart.

THE NPC SHEETS AND CARDS

Detailed information on each major NPC or group of NPCs is found on the NPC sheets (pages 114-147). The NPC sheets include profiles and descriptions for each NPC and summarise each one's role at court, what they know, who they know, and what they think of them. The NPC cards give each character's schedule for Carnival week. An NPC will attend the listed events unless there is a very good reason not to do so. If an NPC is listed as participating at an event it may be impossible to convince them to break such a commitment.

The listing only covers major Carnival events. Whenever the NPC is not listed as being anywhere in particular, you may pencil in some other location and/or activity. With a few exceptions, the NPCs may be willing to change some of their plans to help the Characters out — but only if they are convinced that it is essential. Remember to update the Master Attractions Calendar (page 151-154) as well as the individual NPC card.

THE AQUAINTANCES & MACHINATIONS OF THE COURT OF MIDDENHEIM

This two page spread summarises each NPC's role, both at the Court and in the adventure, including 'influence votes' with the Graf, and other important relationships. NPCs are grouped according to social or political allegiance where possible. This chart should never be seen by players, as even a glance can spoil the plot.

THE MASTER ATTRactions CALENDAR

These pages (151-154) show when and where each Carnival event occurs, and which NPCs will be in attendance. Each day consists of a section on parchment which shows the time and location of each event. This section may be freely shared with players, as this information is widely available and many Middenheimers will have it memorised. The section not printed on parchment is for GM use only, and shows which NPCs are in attendance. While Characters may learn of some NPCs plans with ease, such as Dieters attendance at Challenges to the Graf's Champion, the schedules of important court officials are not generally shared publically.

For example, Chancellor Josef Sparsam is an ardent collector of antiques. An NPC merchant might boast of having him as a customer, which might give the party the chance to meet him as he looks over some item or other in a place off the beaten track. The following pages suggest various means by which the party can encounter each of the major NPCs.

However, it is one thing to encounter an NPC, and quite another to engineer a meeting. For example, the Court Minstrel, Graf's Champion, Master of the Hunt, and the Ladies-at-Court are fairly easily encountered, but they are usually surrounded by an entourage of admirers, flunkies, drinking companions, and friends — not to mention bodyguards whose job is to keep the riff-raff at bay.

The exact composition of an entourage varies with the circumstances — the 'Princess' may be surrounded by the Town Guard on a walkabout, but her box at the Royal Opera House holds a much smaller group of close friends. Details must be improvised according to the encounter. The Standard NPC sheet covers minor NPCs of various sorts, which can be used as required.

There is always the chance that the Characters might not recognise an NPC at the first encounter. For example, Gotthard Wallenstein, Chairman of the Merchants' Guild, dresses much like any other merchant, and may not seem particularly important if casually encountered in a tavern. If the Characters have a precise description of an NPC's appearance, of course, that's another matter!

DROPPING BY

At home, an NPC is protected by guards and servants, such as butlers and valets, who try to ensure that no one sees their master or mistress without an appointment, or at least without good cause. Some may refuse to help the Characters simply to emphasise their own rank and position. Faced with an unyielding lackey, the Characters have various options.

Bribery

These are elite servants, and bribery attempts are more likely to offend them than persuade them to admit the Characters: all **Bribery Tests** should be at least **Difficult (-10)** and potentially **Very Hard (-30)** to reflect this. The difficulty should reflect your estimation of the NPCs initial attitude toward the Characters. Failure is likely to result in physical ejection from the premises, or even a call for the Watch.

The roll should also be adjusted according to what the Characters are asking. It difficult to see a major NPC at home without an invitation or appointment, but if the Characters only want to know whether the NPC will be attending a certain event — something that is already public knowledge, or close to it, and something which, if asked later, the NPC can deny — the chances are far better. Remember that, regardless of the roll, no NPC is likely to do anything too stupid or ridiculous, especially if it would put their own position at risk.

Bluff

A less risky way of getting past servants is to bluff. The servant does not automatically know whether someone is lying, and if the lie seems convincing enough, it becomes more than the servant's job's worth to turn the Character away. What if he really is the Padishah Emperor of all Araby?

Of course, the Characters should do more than simply arrive and hope for a successful **Charm** Test. They should look and speak the part, perhaps having 'servants' of their own to announce them. The appropriate *Etiquette* Talent (*Servants, Nobility, or Guild*) informs a Character how best to approach them.

To see Chancellor Sparsam, for example, the party might use his interest in antiques by posing as merchants or fellow collectors. Once they are talking to the Chancellor, they can shift the conversation to the new tax laws — assuming, of course, that they do know something about antiques: bluffing Sparsam is far harder than bluffing his servants.



Gossip

Finally, the party might simply talk with a servant as an end in itself, especially in the early part of the adventure, when they are fishing for clues. While a successful Gossip Test might let a Character know *how* to approach this, make sure to let them roleplay the situation themselves, as this can be far more entertaining.

For example, the Chancellor's butler could be approached in the following manner: *'Excuse me, but your master appeared a little unwell. Perhaps I'm wrong, but I wondered — probably foolishly — whether some help might not be solicited. I myself know a little about medical matters.'* Faced with such concern and politeness, the butler probably won't take offence — although whether he agrees with the Character is something else. Having buttered up the butler in this way, the Character might come back in a day or two to enquire further about the Chancellor's health, and perhaps the butler might mention the visits of a certain lady...

GOOD MANNERS

The main reason for the Characters to seek out the major NPCs is to learn as much as they can about the tax changes, but in court circles one does not simply collar people and demand to know if they used their influence on the Graf for one thing or another.

If the players do not realise this for themselves, a helpful NPC can tell them that one must be polite and tactful about such matters. Although a number of the NPCs are anxious about their positions, they won't take rudeness or violence from total strangers lightly. The Watch is more than happy to oblige these prominent citizens by making inconvenient out-of-towners go away.

THE CARNIVAL

The Carnival offers plentiful opportunities for the Characters to encounter members of the city's elite, and if things are not going their way, then chance — or rather, you — can put other opportunities in their way. There are many ways to achieve this of course, and you should let the players find their own way, responding to the Characters' actions as appropriate: still, the following notes may prove useful if the Players find themselves at a loss.



The Chancellor has little interest in the Carnival, and is wary of showing his face where a Dwarf might recognise it. He has received complaints from all the groups affected by the taxes, but the Dwarfs have become increasingly angry.

The Characters might come across him as he flees from a mob of Dwarf hecklers. The party might be attracted by the noise of the mob, or by the sight of the Chancellor running through the streets, dodging a barrage of rotten fruit, or worse. If the party has a Dwarf member, they may not need to wait for a mob: a Dwarf Character could decide or be convinced to attack the Chancellor, allowing the other Characters to 'rescue' him. If the party rescues Sparsam he is grateful — more so if the Characters see him safely to his home or to the Palace.

Sparsam can also be encountered through his interest in antiques. If the Characters know what he looks like, they could recognise him at an auction or sale. He has his eye on one particular object, but is probably bidding on others as well, to hide his interest. Bidding against the Chancellor may prove expensive, at least at first — but while rich, Sparsam is miserly, and pulls out of the sale when the bidding reaches 10% above an item's worth (for example, at 11 GCs for something worth 10 GCs). A pleasant (and knowledgeable!) conversation on antiques might result in an invitation to view Sparsam's collection.

Introductions: If the Characters befriend Sparsam, he may be willing to provide introductions to the Knight Eternal or any of the Law Lords. An introduction to Wasmeier should be difficult to arrange, though: not only is the renegade Law Lord busy juggling his normal commitments with his evil plan, but the whole adventure could be cut short if the Characters suspect him at first sight. Sparsam can also introduce the Characters to Gotthard Wallenstein, whom he considers a 'favourable acquaintance' (Sparsam is not the sort to have friends) and an intelligent businessman.



THE CHAMPION

The best way to encounter Dieter is by making a good impression at the challenges (page 73). Another option, almost as good, would be to run into him at the horse fair (page 65). If the Character can talk knowledgeably about horses: Dieter is a good judge of horseflesh, and hopes to become a blacksmith, and horse trader after he retires as the Graf's champion.

Dieter can be encountered at other Carnival events, as shown on his NPC card. The best of these, for engineering a casual encounter, are the festival of fine ales (page 65) and the garden party (page 72, and the **Power Behind the Throne Companion**). At both, Dieter may be found slightly drunk, in the company of friends, and possibly debating the taxes with other NPCs — who find his attitude puzzling. He may even be in a heated argument with one or more Dwarfs, wizards, priests, or others affected by the taxes: as tempers run high, the Characters have a chance to calm the situation, which wins them the gratitude of Dieter and his closest friends — especially Kirsten.

Introductions: If the Characters make a favourable impression on Dieter, he can introduce them to his circle of friends, which consists of Kirsten Jung, Rallane Lafarel, and Allavandrel Fanmaris. He can also provide introductions to the other Ladies-at-Court, including Emmanuelle Schlagen. If the Characters seem respectable enough, he might also be persuaded to introduce them to Hildegard Zimmerlich, the Chaperone.



THE MINSTREL

Rallane Lafarel can be encountered at various Carnival events. Other Elves can engage him in conversation, especially at an artistic or specifically Elven event, and can impress him if they speak knowledgeably about the art or performance in question.

Given his fondness for the city's hostelries and his habit of giving impromptu performances after a few drinks, he might be encountered in the evening, sometimes in the company of friends such as Dieter Schmiedehammer and Kirsten Jung, or Allavandrel Fanmaris. Skilled performers may 'sit in' and try to impress him with their own abilities; introductions can be engineered through NPCs with whom the Characters are already on good terms.

Although Rallane does not oppose the Dwarf Tax, he does not enjoy being accused of instigating it. The Characters may have the opportunity to rescue him from an encounter with angry Dwarfs, just as described above for the Chancellor.

Introductions: Rallane can introduce the Characters to Dieter, Kirsten, and Allavandrel, especially if all four are encountered together in one of the city's drinking establishments. Although Rallane is friendly with Emmanuelle Schlagen, he is reluctant to introduce inquisitive Characters to her, for fear that they might expose her affair with Ar-Ulric. He might be persuaded to introduce one or more Characters to the 'Princess,' especially if the introduction can be framed as a merry escapade to circumvent and thwart her old dragon of a chaperone. If any Character makes a strong enough impression on Katarina for her to want to meet them, Rallane is more than willing to help.



THE 'PRINCESS'

'Princess' Katarina is very difficult to meet or have an opportunity for a chance encounter. She is escorted in public by a large contingent of Knights Panther and guarded in private by her Chaperone. If the Characters have befriended Rallane Lafarel the Minstrel, he may invite them to a small, private party, which the 'Princess' might attend for a half-hour or so. If Rallane likes a good-looking and cultured Character, he strives to distract the Chaperone's attention for five minutes to facilitate a conversation. The Character had better have some good lines ready or be a great raconteur! Katarina is easily distracted, but responds well to stimulating conversation or intriguing gossip.

Some players might think that the best place to approach Katarina is at the Garden Party, but this is not so. The event is formal, and she knows that many eyes are on her; she is introduced to so many people that no one individual really has a chance to make an impression; and there is no opportunity for a private conversation. The best opportunities are at the Matinee of Bards and Poets and the Life-Sculpting, especially if Rallane and her other friends can distract Hildegard the Chaperone for a few minutes. Katarina's visit to the Temple of Shallya on Backertag to engage in some solitary reflection may also provide an opening.

Introductions: Katarina won't introduce anyone to her father, because he is unwell, and should not be disturbed. Likewise, the Characters cannot use her to see Stefan, because Pavarotti has given strict instructions that he should avoid all excitement. If the Characters convince her that they can help her brother, she introduces them to Pavarotti so that he can make the decision. She can introduce the Characters to Rallane Lafarel, especially fellow Elves, and may provide an introduction to Ar-Ulric. An introduction to Hildegard Zimmerlich is tricky: while Katarina has considerable affection for her chaperone — coupled with a healthy dose of frustration, of course — and would normally be happy to help anyone respectable to make her acquaintance, she worries that taking younger, handsome, and especially male characters to see the chaperone could lead to uncomfortable questions about how they met, and why Hildegard is only learning about their acquaintance now.



Most of the time Hildegard is with her young charge, but the Characters may learn that her interest in the unusual (as in the past) takes her to see the Fire-Breathers on Backertag (Day 4). She may decide to see the elephant show on Backertag after returning from Katarina's visit to the Temple of Shallya. SURIUS is the toast of the Carnival, and though considered a bit of a stick-in-the-mud — especially by her young 'charge' — Hildegard would hate to miss out on such a spectacle.

Like her charge, 'Princess' Katarina, Hildegard is difficult to meet and a chance encounter is almost out of the question. On the few occasions when she is in public by herself, she is accompanied by a couple of palace guards: at the Fire-Eaters, they are bearers as much as bodyguards, carrying a blanket, a small, folding chair, and a picnic basket, and helping her get comfortable before the show starts.

If the Characters have met her nephew Bruno Kohl — or if they happen to be near her rooms in the palace at the right time — they may hear angry voices as he turns up to demand more money from her. She refuses, as she always does; he threatens her with public embarrassment, as he always does; and she relents and gives him a handful of gold, cursing his name as she does so. Whatever the Players may think, though, Bruno is not a good way to make his aunt's acquaintance: even if they devise some way to make him stop bothering her, mend his ways, and become the most respectable nephew a ducal chaperone could hope to have, she is mortified that the Characters know her family secret, and will never trust them.

Introductions: Hildegard does not normally assist with introductions. Knowing her position at the court well, and having had long experience of ambitious young people trying to use her for their own ends, she simply refuses. She will only relent if the Characters can make a convincing case that the introduction is in the best interests of the city, or the Todbringer family, and in that case she makes sure that the introduction is professional in tone rather than social.



Individual Marshals can be encountered at the various events noted on their NPC cards. The more martial events (the champion's challenge, the Minotaur fights, and the archery tournament) are good places to encounter one or more of them. The Characters may also come to Schutzmann's attention, for good or ill, through their interactions with the Watch.

To make a good impression, a Character must be able to talk knowledgeably about the Marshal's particular interests and professional area. While a noteworthy performance in a combat event is a good thing, a Character that impresses the Marshals far more by noting aloud that single combat has very little to do with the tasks of keeping order, or defending the city, or fighting as part of a military unit; those who can discuss such matters intelligently, and demonstrate some relevant experience, fare much better than those who cannot.

The Characters can impress Schutzmann by helping restore order when an anti-tax riot threatens to break out; if they conclude the scheduled event 'Chaos Strikes by Night' (page 89) successfully, they get to meet Schutzmann. There is a good chance that Schwermutt and von Genscher are also in his office: Schwermutt is eager to question the Characters about possible threats to the city's defences arising from the Skaven attack, and von Genscher is interested to know whether there is any indication of an enemy base against which he can lead the city's forces.

Introductions: The Marshals interact only rarely with the other major NPCs, and their relations with them are formal in nature. They can vouch for the Characters in order to win them an interview with Sparsam, and introduce them to Dieter, but that is as far as they can go. The Graf is not to be disturbed in his present infirmity; introductions to the 'Princess,' the ladies-at-court, and other court personages are not their place; the Law Lords, while respected, are too involved with politics for the Marshals to be comfortable knowing them too well, and the same goes for Gotthard Wallenstein.





THE HIGH WIZARD AND HIS DEPUTY

Albrecht Helseher is a difficult man to encounter; his commitments at the Carnival are few, and he spends most of his remaining time sequestered in the guild house, preparing arguments against the Scroll Tax and aspects of the other taxes that impact Middenheim's wizards. He may be interested in any proof that the taxes are part of a plan to weaken the city, but requires convincing proof before he acts.

Janna Eberhauer is more active socially, and can be encountered at various artistic events around the city. She is fairly approachable, especially if one or more Characters have taken the trouble to join the guild since arriving in Middenheim. She is not interested in romantic advances, but listens to any Character who speaks to her as a respected wizard. She also gives the benefit of the doubt to anyone who is brought to her by her sister Erina, who is staying at the Templar's Arms when the scheduled event 'Chaos Strikes by Night' takes place (see page 89). If the Characters can convince Janna that there is a sinister plot behind the new taxes, she reviews their evidence carefully. She takes it to Helseher, if she thinks it is sufficient to convince him to act; if not, she advises the Characters on how to proceed, whom to cultivate, and what information is needed. You should take care not to let her operate the party by remote control, though; she should be a useful source of hints rather than a skeleton key to unlock the whole adventure.

Introductions: Janna can provide an introduction to Helseher, but only if she thinks the party has irrefutable evidence to support their assertions. She is moderately friendly with Petra Liebkosen, and may introduce the Characters to her, if she thinks the ladies-at-court can help their investigation. Both wizards can introduce the Characters to Karl-Heinz Wasmeier, since he is a guild member, though they do not suspect him, and may be reluctant to make introductions if the Characters are openly suspicious of him.



AR-ULRIC

Unless one of the Characters is at least a High Priest of Ulric, or has a career that could plausibly be used to back up a claim that the Character needs to see the high priest on urgent state business, Ar-Ulric is extremely hard to reach. He attends some of the more cultural Carnival events, but is attended by an escort of half a dozen Teutogen Guards: elite warriors of Ulric drawn from within the Knights of the White Wolf. While the Guards are worried about possible threats to Ar-Ulric from fanatical followers of Sigmar or agents of a treacherous Emperor, the high priest himself is reduced to an almost paranoid state by the threat of blackmail that hangs over him, and the Graf's paramour, Emannelle Schlagen. He is suspicious, if not downright terrified, of any stranger who approaches him in public. He is heavily guarded in private.

While it is possible to engineer a situation in which the Characters can rescue Ar-Ulric from some threat, the Characters are more likely to find themselves flung out of the way by his bodyguard, who handles the situation with brutal efficiency. Any Characters who resist being flung aside find themselves treated as additional threats rather than helpful members of the public.

The best, and perhaps the only, way to meet with Ar-Ulric on favourable terms is to be introduced by someone he trusts, preferably with a recommendation from Emannelle. While the two cannot be too public in their meetings, she can still give the Characters a token which Ar-Ulric recognises, and that reassures him that she trusts the party. Preoccupied as he is with the threat of blackmail, he must be reassured that the Characters can help with this —or, better still, have already neutralised the blackmailer — before he can give his full attention to any stories of plots against the city or threats to the Graf's life.

Introductions: Ar-Ulric can provide relatively few introductions, and will have to trust the Characters implicitly before he does so. The 'Princess' and her chaperone would respond well to a letter of introduction furnished by the high priest, and so would any of the Midden Marshals. Introductions to other major NPCs can be handled as you wish, given the circumstances and the relationship between Ar-Ulric and the NPC in question. Notes on NPCs' opinions of and attitudes toward each other are found on the NPC sheets at the end of this book.



Like the other ladies-at-court, Emmanuelle can be encountered at a number of Carnival events, although she is busy escorting visiting dignitaries and not generally available to talk. The Characters can make a good impression on her in passing, perhaps by dealing with a disturbance that threatens her safety or that of her charge, or just the reputation of the city in the eyes of a distinguished visitor.

If the Characters have already made a good impression on Kirsten Jung or Petra Liebkosen, and proved themselves discreet and trustworthy, they might be introduced to Emmanuelle as people who could help with whatever has been making Emmanuelle so depressed lately. Neither one knows about Ar-Ulric or the blackmail, and both would be shocked to learn of the situation — but very eager to help.

Introductions: Emmanuelle can introduce the Characters to Ar-Ulric — indeed, in his present fearful state hers is the only introduction he is likely to trust — but only do so if she is convinced that they can deal with the blackmailer quickly and discreetly. She can also provide introductions to any of the ladies-at-court, to Rallane Lafarel the minstrel, and — once again, only if she trusts the Characters implicitly — to a former lover, watch Commander Schutzmann. Allavandrel Fanmaris is another old friend, and if she thinks he can help the Characters she may introduce them. Even if the Characters learn or guess that she is the Graf's paramour, she won't introduce them to him: he is unwell, she explains, and must rest.



During Carnival week, the ladies-at-court can be found escorting visiting dignitaries around the city. They are useful for recommendations or personal introductions. Kirsten Jung and Petra Liebkosen are generally open and receptive. Kirsten can be reached through her fiancé, Dieter Schmiedehammer, or her friends Rallane Lafarel and Allavandrel Fanmaris. Janna Eberhauer might also provide an introduction, and so might Emmanuelle Schlagen if she trusts the Characters. Pavarotti might be induced to provide introductions to Petra or Natasha, but only if he feels that they would enjoy a Character's company. Natasha is the hardest of the three to befriend, and any PC who tries to do so had better have something to offer in terms of her vaulting political ambitions.

Introductions: Natasha provides letters of introduction to almost anyone at court, if she believes that the Characters are giving her something even more valuable in return — and she reckons value in terms of power rather than money.

Kirsten is worried about Dieter. She introduces the Characters to any of her friends and acquaintances who might be useful allies in dealing with whatever has been done to him; stories of plots against the city go over her head somewhat, unless the Characters can clearly show how Dieter's change in personality is a part of the larger plan.

Petra can introduce the Characters to the other ladies and to the two Elves, as well as to Doktor Pavarotti, if she thinks the Characters are sufficiently broad-minded to benefit from his acquaintance. Her secret relationship with Anton von Genscher, the Midden Marshal's son, and her habit of being squired around town by one or more young military officers, also gives her an indirect means of providing introductions to the Midden Marshals.



Between his scheduled activities, Siegfried often wanders the streets, letting the common folk see him and be comforted by his presence. If the party becomes involved in some small fracas — in one of the better parts of town, of course — the Knight Eternal may intercede. Most thugs flee when he appears, even those hired by another major NPC to ambush the Characters. If they suspect that the encounter has been staged by the Knight Eternal, a few minutes of conversation should convince them this cannot possibly be cunning... could he?

The key to Siegfried's good graces is his naïve vanity. If the Characters are, or can pretend to be, impressed by his position, devoted to the ideals of chivalry, and sufficiently well-born to merit his attention, they can flatter him into almost complete pliability. This of course, leads most of the other major NPCs to regard the Characters with a level of contempt similar to their low opinion of the Knight himself. They will quickly discover that he has no friends, very little influence, and absolutely no knowledge of value. He is also about the most irritating person with whom one could ever hope to spend an evening.

Introductions: If sufficiently flattered and manipulated, Siegfried happily demonstrates his position and influence — or rather, the position and influence that exist only in his own imagination — by furnishing the Characters with florid but beautifully-scribed letters of introduction to anyone in the city. As a demonstration of his spectacular vanity and lack of judgement, this includes the Graf himself. However, anyone presenting such letters to another major NPC starts off with a -20 penalty to all **Fellowship** Tests in the first interview, being tainted by association with this overblown fop. Zimperlich the Chaperone is the only exception. In her estimation, Siegfried makes up in manners what he lacks in good sense.



THE MASTER OF THE HUNT

Allavandrel is a highly sociable individual, and is relatively easy to approach, especially for fellow Elves and good-looking characters. His lack of interest in politics makes it difficult for the Characters to impress upon him the seriousness of the plot against the Graf, and even more difficult to convince him that he can be of any help to them.

While he is not as likely as Rallane the minstrel to be the target of Dwarf outrage at the new taxes, the Characters may still have the opportunity to rescue Allavandrel from some angry, drunken Dwarfs who are bent on delivering 'a good kicking' to any Elf they find. This risk is greater away from the public events of the Carnival, and among the lower-class hostelries where Allavandrel sometimes likes to drink. A good performance at the archery tournament is a somewhat safer way of making a good impression on him.

Introductions: Allavandrel can introduce the Characters to a great many other NPCs, including Rallane, Dieter, Kirsten, Petra, and Emmanuelle. If the Characters have a pressing reason to meet Pavarotti or the 'Princess,' Allavandrel can help, although he is not as close to them as to the others.



THE KOMISSION CONVENOR

Gotthard Wallenstein is fairly easy to meet if the Characters seem influential or if one of them is an attractive female Elf or Human. While easy, the process is not very pleasant, as Wallenstein is clearly only interested in what he can get out of any relationship with the party — especially money, power, or pleasure. He has no interest in helping anyone but himself, and although he tries to hide his naked self-interest behind a charming façade, he is not terribly good at it.

Wallenstein can be seen at many of the Carnival events, but is rude and dismissive of any Characters who do not appear to be of any use to him. If he sees an opportunity, though, he becomes friendly and even obsequious, in proportion to what he thinks the Characters can offer him. The party may have an opportunity to rescue him from some angry NPC whom he has swindled. If they find him somewhere secluded, they might rescue him from a small group of Skaven, in a kidnapping attempt that foreshadows a successful attempt at the conclusion of the adventure, prior to the events of **The Horned Rat**, the next part of **The Enemy Within**.

Wallenstein has nothing to offer the Characters in advancing the plot of this adventure, but if the players have realised that he is really the last of the Wittgensteins, they may use their inquiries as a cover to interrogate him subtly about his ancestor Dagmar von Wittgenstein, the missing warpstone, and the cult of the Jade Sceptre. You can decide how much free rein to allow the Players in these inquiries, as they constitute distraction from the main plot of the adventure, and may delay the Characters' progress fatally. Ideally, the Players should become convinced that their first priority is to save the Graf and the city, and that Wallenstein/Wittgenstein can wait until later: they cannot know at this point that 'later' never comes.

However, it may be possible for the Characters to convince, blackmail, or otherwise cajole Wallenstein into helping them in other ways. The Kommission Convener enjoys his positions in the city, and the Jade Sceptre immensely. The idea of the Purple Hand bringing a terrible wave of *change* to this pleasant state of affairs would distress him. Though good Sigmar-fearing Characters would undoubtedly have to hold their noses, Wallenstein/Wittgenstein and the cult of the Jade Sceptre more broadly may provide an ally of convenience during the Carnival. Of course, Wallenstein would undoubtedly plan to have the Characters disposed of just as soon as the more immediate threat had been dealt with.

Introductions: Once he becomes convinced that the Characters have something to trade, Wallenstein makes extravagant claims about his position and influence in the city, promising to arrange personal interviews with everyone from the Graf to the chief rat catcher. In fact, he cannot deliver on any of these promises, since most of the major NPCs either dislike him, or are unaware of his existence. He always makes sure that he gets what he wants before attempting to keep his side of any bargain, and then starts actively avoiding the Characters. If he finds himself with no other choice, he pens a hasty letter of introduction which is either be rejected outright or imposes a -20 penalty to any **Fellowship** Tests that the Characters make in a first encounter with the letter's addressee.

THE BARONIAL PHYSICIAN



Any time the Characters are abroad late at night they could meet with this extraordinary man, either in some hostelry or as he makes his way home. Any friendly Character, of any species, gains his immediate attention, and a positive interaction — especially one involving food, drink, or other pleasures — might get them invited to the Garden Party.

Pavarotti is happy to talk about medical matters with any suitably skilled Character, but even happier to indulge in food, drink, and other activities with any characters who can keep up with him. He is intrigued to learn of the Characters' suspicions about Dieter, and can diagnose and reverse his hypnotism if the Characters think to involve him.

Outside of the Carnival events, a good way for the Characters to meet Pavarotti is on a darkened, quiet street very late one night. The Doktor runs by them, laughing and clutching his trousers and boots in one hand as an outraged spouse pursues him, dressed in a nightshirt, nightcap, and carpet slippers and brandishing a blunderbuss. Perhaps the Doktor stumbles or stubs a bare toe, leaving him momentarily at the mercy of his pursuer; if the Characters can step in, knock the barrel of the gun upward before it fires, or do anything else to help him, Pavarotti insists on treating them to an epic drinking session which lasts at least until dawn and probably until noon. Thereafter, if the Characters have proven to be good companions, Pavarotti becomes their fast friend — which can be useful but also exhausting, as he insists on going drinking with them all night, every night.

Introductions: Pavarotti does not know many of the other major NPCs well, and regards even fewer of them as friends. However, he can be useful in getting the Characters into all manner of drinking establishments, identifying the Pit as a good place to buy illicit substances — and, of course, freeing Dieter from his post-hypnotic suggestion.



The three Law Lords cannot be befriended in the normal way. Wasmeier, of course, is the Magister Magistri of the cult of the Purple Hand — and the prime mover behind the plot of this adventure. He is so busy making sure that everything goes according to plan that he has no time for anything else, even if 'Kastor Lieberung' turns up in Middenheim demanding an audience.

Hoflich has been replaced by a Doppelgänger, which is doing everything possible to keep a low profile without arousing suspicion. The creature will avoid everyone who seems interested in discussing the taxes or asking questions of any other kind.

Ehrlich is felled by a mixture of fear for his kidnapped niece, and depression at the position this enforces upon him. He has shut himself up in his house and refuses to come out.

Introductions: The Law Lords do not provide introductions in this adventure; instead, the Characters may well be trying to persuade other NPCs to introduce them to the Law Lords. By the time they make their acquaintance, though, the adventure is well into its final stages.

A RED HERRING

If you wish, and if they are feeling supremely confident, it may be beneficial to introduce at least some of the Law Lords before the final act of the adventure. After all, if the Players feel that you have been steering them away from the Law Lords — they may well begin to smell a rat. It might also be more satisfying if the Characters, upon finally unmasking the culprit, feel that clues as to their identity were laid down earlier in the narrative. The principal risk is that a Character figures out early on who the culprit is. If you decide to be daring and allow them to meet Wasmeier, you should be careful in how you present him. If he comes off as obviously evil, then players unconsciously begin to suspect him. Conversely, if you overcompensate by making him too friendly or helpful, this appears just as suspicious.

The best presentation for Wasmeier is the one which he already shows to the people of Middenheim — that of a somewhat aloof but dedicated and fair arbitrator of the law, and a neutral advisor to the Graf. Consider having him deflect any concerns about his role in the new taxes by muttering that, while the Law Lords present a single opinion to the Graf, *he* certainly didn't vote for it. If the Characters pester him for assistance, have him direct them to gather some arbitrary number of signatures from the populace, which he promises to present to the Graf on their behalf. It will make for decent kindling, if nothing else. Wasmeier is happy to have inquisitive Characters tied up in such busy work, though undoubtedly he will also keep a close eye on anyone that seems too dedicated to their inquiries, and will send some muscle to deal with anyone who he deems to be a risk.



NASTASSIA, THE SPY

Nastassia — the Characters never learn her real surname — is the trusted agent of Baron Heinrich Todbringer, the illegitimate son of Graf Boris. He has taken on the responsibility for many diplomatic missions since his father began to decline. At the moment he is away in Wolfenburg on a diplomatic errand. Nastassia is keeping an eye on the city in his absence.

USING NASTASSIA

No one ever mentions Nastassia to the Characters, for the simple reason that nobody knows who she is, or whom she works for. She has her own home in Middenheim, and is never seen with Heinrich. Her role is simply to socialise with people on the edges of diplomatic and government circles, learning what she can and reporting back to Heinrich. A lot of her time is spent in the company of minor clerks, who are pleased to brag about their jobs to impress such an attractive woman. She has contacts and spies of her own in several major cities in the Empire, and in the Tilean City States. Nastassia is fully capable of stealing documents and undertaking other covert activities when necessary.

If the Players are getting into a hopeless mess — truly hopeless, that is — Nastassia can give them some invisible help. Her role as Heinrich's spy means that she is well placed to hear lots of minor gossip, including news on the party's activities. Intuition tell her that something is going on, and she investigates indirectly — using the Characters as pawns, if possible — reporting any concrete information to Baron Heinrich.

She might prompt the Characters with helpful (and anonymous) notes, messages and so on. To keep some mysteries for the players to unravel, she does not know about the central intrigues within Middenheim: only snippets of odd behaviour connected with major NPCs. Her prompts should be used sparingly, and experience point awards should be adjusted to take account of her assistance.

For example, she may know the following:

- ☠ Ar-Ulric and the Paramour are having an affair, and the High Priest has been showing signs of anxiety
- ☠ the Chancellor is an addict, and Brunhilde Klaglich (alias 'Frau Kenner') is his dealer, having bought the illicit concoction from a place called 'the Pit'
- ☠ Luigi Pavarotti can be trusted (having met him on a visit to the Tilean City States)

...and so on.

Her help should be minimal: just enough to point the Characters in the right direction, and not so much that they stop trying and simply wait for orders. Nastassia only helps if she believes that the Characters are genuinely trying to do something helpful and constructive about the problems in Middenheim. Perhaps she sits not far away from them in a tavern at some time and overhears their conversations, or rents a room next to theirs and listens through the wall. More details on Nastassia can be found in the **Power Behind the Throne Companion**.

Nastassia is very intelligent, highly observant, and an expert at getting other people to talk about themselves and others. She is shrewd, keeps her views to herself, and manipulates others effortlessly, without them even realising. She has travelled widely in the Old World, and can speak most dialects of Old Worlder.



NASTASSIA, AGENT (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	56	49	37	35	60	58	38	65	60	63	15

Skills: Bribery 83, Charm 83, Climb 52, Cool 80, Entertain (Act) 78, Gamble 85, Gossip 86, Haggle 86, Intuition 80, Language (Brettonian 80, Estalian 75, Khazalid 70, Tilean 85, Wastelander 90), Leadership 83, Lore (Middenland) 85, Melee (Basic) 76, Perception 85, Secret Signs (Middenheim Spy Ring) 85, Sleight of Hand 53, Stealth (Urban) 78

Talents: Attractive, Blather, Briber, Carouser, Doomed (*A lurid claw will render your haven of quiet splendour*), Etiquette (Nobles), Flee!, Gregarious, Lip Reading, Master of Disguise, Mimic, Read/Write, Savvy, Secret Identity, Shadow, Suave, Tower of Memories

Possessions: Carrier pigeons (in private house), Pass to Inner Palace, Sleeved Mail Coat, *Throat Slitter*, *Amulet of Thrice-Blessed Copper*, *Potion of Invisibility*, 3 Gold Crowns in assorted denominations, but can lay her hands on 100 GCs within an hour

Throat Slitter: A dagger imbued with magic by a Gold Wizard who owed Nastassia a favour, Throat Slitter is a razor sharp blade that reflects little light even in the full light of day. Its damage is increased to +3, it has the *Fast* quality, and ignores the AP of any armour with the *Weakpoints* flaw.

Amulet of Thrice-Blessed Copper: A verdigris amulet blessed by a Shallyan High Priestess, this item grants it's wearer the *Immunity to Poison* Trait, and turns bright-green if held over any dish or drink which has been poisoned.

YOU ARE FEELING SLEEPY...

This section covers what might happen if the Characters discover that Dieter has been hypnotised into supporting the tax changes, and attempt to undo the hypnosis. If they can do this, and if Dieter is still the Graf's Champion, they have turned one of Wasmeier's unwitting pawns into a useful ally of their own.

DISCOVERY

The Characters may notice something strange about Dieter's attitude to the tax changes simply by talking to him. His NPC Sheet includes several set phrases that he is compelled to repeat in response to questions about the taxes. When talking about related matters — say, Dwarfs in general — Dieter is under no such compulsion, and may contradict himself. If questioned about this, Dieter does not see that his statements are incompatible.

This encounter should be played very carefully: on the one hand, Dieter's mind has been tampered with; but on the other, the effects are not readily apparent. If the Players are having trouble, the Characters might make a **Difficult (-10) Perception** Test to notice a subtle change in Dieter's behaviour when talking about

the taxes: a glazed look in the eyes; a slight lack of emotion in his voice; and so on. A character with the Hypnotism Skill (see Appendix, page 149) recognises the condition straight away, and knows what to do about it (see 'De-hypnotising Dieter,' page 88).

A final hint for struggling Players — and this might happen anyway — occurs if Dieter gets very drunk. Just before unconsciousness, the effects of the alcohol will temporarily negate the effects of the hypnotism, and Dieter can converse about the taxes as he thinks fit — if somewhat slurred. When he sobers up, however, the hypnosis will be operative again.

WHAT TO DO?

Assuming the party has realised that Dieter is under some sort of charm or mental control, they probably want to do something about it.

Questioning Dieter when he is drunk produces little information: in this state Dieter can barely talk, and is a long way from remembering who hypnotised him. Characters may make an **Average (+20) Hypnotism** or **Difficult (-10) Heal** Test to realise that the symptoms point to hypnosis, which can only be lifted by someone with *Hypnotism* Skill. If none of the Characters has this Skill, there are a few other options:

Carnival Entertainers

It may be difficult to find a genuine hypnotist at the Carnival, as opposed to a charlatan with a good sales pitch. However, if the Characters are prepared to ask around, they can find someone suitable. Treat this individual as a standard entertainer or charlatan with *Hypnotism* Skill. Dr Woldo or Walda Zeggsmund seems an appropriate sort of name. The initial cost for a de-hypnosis will be 1 GC, rising to 3 GCs if Dr Zeggsmund learns whom he or she is to hypnotise, and 6 GCs if Dieter is unwilling.

This will be the least favourite option of any other major NPCs, if the Characters have made their acquaintance. All of them will worry about entrusting a wandering entertainer with such a delicate matter, with the potential to cause a scandal and to threaten the city's security. One miscreant has already compromised the Graf's Champion: who is to say whether another hypnotist — especially one who will be gone at the end of the week, if not before — might not place an even more dangerous suggestion in his mind?

The Physicians' Guild

Middenheim's Physicians' Guild is rather fussy about whom it accepts. In the eyes of the Physicians' Guild Council hypnotism smacks of charlatanry. However, if the Characters fail to find a hypnotist anywhere else, and if they are careful about how they approach the Guild, they may be successful here. The initial price quoted will be 3GCs, doubling once the physician learns the patient's identity.

The Temple of Shallya

If handled correctly (perhaps with a story about a friend with a mental ailment that seems to have been induced by hypnosis), enquiries here provide the party with the services of Maria Ferberg, who — although still a novice — has decent powers of hypnosis (*Hypnotism* 55). While no charge is made for her services, a donation to the temple is expected.

The Good Doctor

The Characters might hear a rumour (at the Physicians' Guild, for example) that Baron Stefan's improvement is due to a powerful hypnotic influence exerted by Luigi Pavarotti. This could place them in a dilemma.

Firstly, having heard various unsavoury things about Pavarotti, they might conclude that the Tilean is behind Dieter's condition. They might even conclude that he is behind the whole plot, and take some rash action against him. This would alienate a powerful potential ally, but on its own this one setback should not make the adventure impossible to complete successfully.

If they resist this red herring; the Characters might try to arrange a meeting with Pavarotti, and try to persuade him to treat Dieter in addition to sounding him out for other information. If Pavarotti sees that Dieter has been hypnotised, he begins to take an active interest in the situation, and may be of considerable help.

Other Major NPCs

In addition to these possibilities, the Characters may wish to discuss the problem with one or more of Dieter's friends, such as Rallane Allavandrel or Dieter's fiancée, Kirsten Jung. These NPCs tend to go along with whatever the Characters suggest, provided Dieter is not put at risk.

None of the three allow Dieter anywhere near a hypnotist from the Carnival. Only Kirsten knows that the Baronial Physician is reputed to have hypnotic powers, but she finds the Tilean a little disturbing, and may need persuading to let him treat Dieter.

DE-HYPNOTISING DIETER

Dieter will not care for the idea of being hypnotised again, even to undo the previous hypnotism: he dislikes the idea of having someone 'walking about in his mind,' as he puts it. However, if Rallane and Kirsten both persuade him, he agrees reluctantly.

Failing persuasion, the Characters might contrive to get Dieter mildly drunk, so that he is unaware of the initial hypnotic contact. However, this raises problems of professional ethics for anyone from the Physicians' Guild, and also for Maria Ferberg from the temple of Shallya: neither one will hypnotise someone without their knowledge, unless instructed by their superiors. A Carnival hypnotist will have no such qualms — at least, none that cannot be soothed by a little more gold — while Pavarotti is quite happy to act on his own initiative. For the sake of the following, he is assumed to be the hypnotist: you should make any necessary changes if another character is performing the procedure.

A quiet, darkened room is necessary. This may be easily arranged: Rallane will be happy to have his back room used, for example. Luigi sits Dieter in a comfortable chair, and tells him to fix his eyes on a silver medallion which Luigi will swing before his eyes on a chain. Luigi's voice drops to a quiet monotone, very different from his usual demeanour.

Look at the disc, the disc, and listen to my voice. Listen to my voice. All you attend to is the disc — watch it swing, you cannot look away from it — and also my voice. As you watch the disc, your eyes are feeling tired, your eyelids are closing, and you are feeling sleepy. You are relaxing, listening to my voice, and feeling sleepy.

This continues for a few minutes. After this time, Dieter is hypnotised, and will react only to what Luigi tells him.

Luigi asks what the Characters want to do. He could remove the effects of Dieter's previous hypnosis right away, or he could first ask the Champion some questions. Hypnotically induced amnesia can only be overcome in a trance, so this is a good time to ask questions.

The original hypnosis is already wearing off, so any attempt at negating it succeeds. Some possible questions are detailed below, but it is unnecessary to improvise answers to other enquiries. The information in italics may be useful.

When? 'Nearly two months ago.' **Where?** 'The Showboat' (A restaurant and cabaret in the Great Park.)

After a night on the town, Dieter had ended up at this upper-class establishment, mildly drunk. Sitting alone in a quiet corner, he was approached by a young woman. Kirsten does not like this answer if she is present.

What was her name? 'Charlotte.' **What did she look like?** 'Attractive.' Kirsten likes this answer even less.

Describe her: 'Red hair, green eyes, mid-20s, medium height and build. She spoke with a Bretonnian accent.'

What did she tell him to do? At this, Dieter repeats in sequence all the phrases detailed on his NPC Sheet.

No one knows yet that this was Brunhilde Klaglich in disguise.

After asking all these questions, or when Dieter fails to answer, Luigi suggests negating the previous hypnosis, and implants strong suggestions in Dieter's mind against being hypnotised by the same person again. Kirsten agrees to this if she is present.

AFTER THE HYPNOSIS

Dieter does not remember anything about this session, but he has a vague recollection of being hypnotised before.

If Maria is the hypnotist, she returns to the Temple and says no more about the incident. Dr Zeggemund (or any entertainer) probably stays silent on the matter: getting involved in high-society affairs is a dangerous business. Still, he or she may ask for a little extra gold.

Luigi is intrigued by all he has learned. He is not pleased that someone has exerted hypnotic control over this decent man, although he has a grudging admiration for the original hypnotist's Skill. He will realise, of course, that skulduggery is afoot, and this makes him more positively disposed toward the Characters.

WHAT CAN BE LEARNED

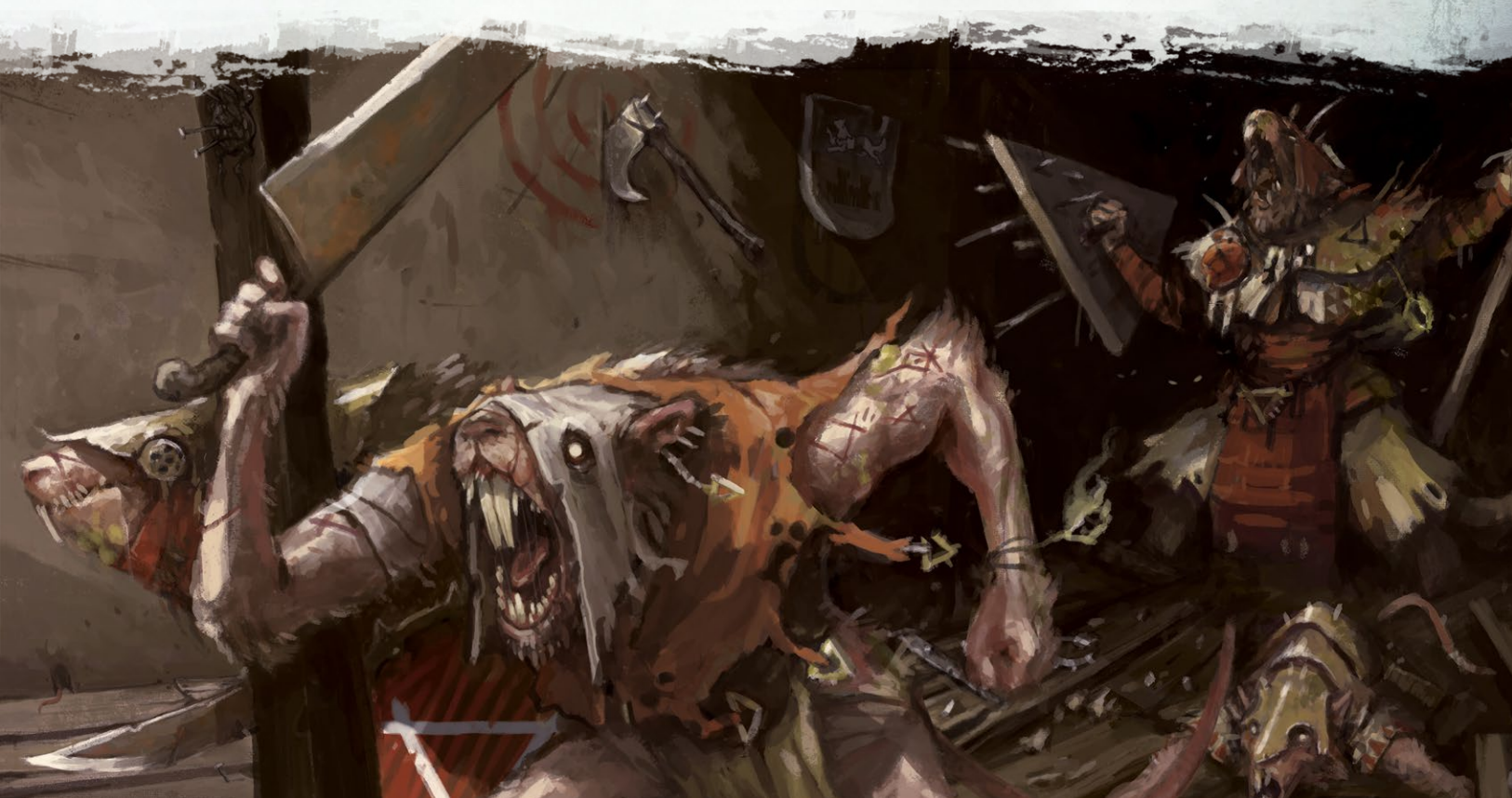
Dieter's eventual response is important. Realising that he has been hypnotised into supporting the new taxes makes him angry. However, he is now on the side of the Characters, as they try to win as many sources of influence as possible. If he has already been defeated as Champion, however, he no longer has any influence to use to help them, but he certainly helps in any other way he can. Any NPC friend of Dieter who learns of the hypnotism is also well disposed toward the Characters, and provides any further help they can.

Following up the reference to The Showboat will prove fruitless. Dieter visits fairly often, so his presence was nothing new. In addition, 'Charlotte' was very careful not to draw undue attention to herself, approaching Dieter as he sat in one of the secluded booths designed to foil prying eyes. The only other clue worth having is the fact that Luigi Pavarotti did not hypnotise Dieter. If the party were suspicious of him before, this fact points towards his innocence.

CHAOS STRIKES BY NIGHT

This optional event gives the Characters a chance to meet Watch Commander Schutzmann. Although the Characters will probably not realise it at the time, it also offers a chance to recover Law Lord Ehrlich's kidnapped niece Reya, winning his eternal gratitude and setting events in motion that brings this adventure to its climax. It also faces the Characters with a group of Skaven, providing the first of several threads that leads into the next adventure in the campaign: **The Horned Rat**. It may be used if the Players are finding things too easy or if they are spoiling for a fight.

If you decide to use this event, the time should be about an hour before dawn on any day before Festag (Day 8), when the Characters are resting in the Templar's Arms or another inn. The enemy is quite strong, and their numbers may be adjusted if necessary, to make them a challenge without being an insuperable foe.



FOR GROGNARDS: SLEEPLESS NIGHTS

Grognard Players may be expecting this event, but you should remember that it is optional. Omitting it, especially if the Players are talking about having their Characters stay up all night just in case something happens, does nothing to weaken the plot of the adventure, and it does not make their task any more difficult — apart, of course, from some penalties for sleep deprivation, which can be imposed according to your whim.

The encounter offers the Characters four potential benefits, all of which can be found elsewhere in the adventure:

First, it foreshadows the Skaven in the same way as encounters in the campaign's previous instalments. While the Skaven become important later in the adventure, and in the next instalment, *The Horned Rat*, the Characters have already heard rumours about them and their appearance in the finale of *Power Behind the Throne* will not come as too much of a surprise.

Second, it gives the Characters another potential clue about the whereabouts of Law Lord Ehrlich's kidnapped niece, whose rescue is a major turning point in this adventure. However, the Characters have other ways of discovering the lair of the villain's pawns (page 96), where she is being held.

Third, it provides the Characters with a way to meet Erina Eberhauer, the Deputy High Wizard's sister, and a chance to make a good impression on her and ask her to introduce them to her sister. As noted in *Chapter 5* (page 57), though, there are many other opportunities for the Characters to meet her.

Finally, a party that acquits itself well during this event can win a favourable interview with Watch Commander Schutzmann. Like any of the major NPCs, though, they have other options for meeting him.

While a cruel GM enjoys watching Characters tire themselves out with unnecessary night-long watches, it can also be entertaining to have some unexpected things happen while the players are waiting for Skaven who never arrive. Thieves might try to sneak into their room at night; powerful enemies might hire agents to plant incriminating or embarrassing evidence among their belongings; cult assassins might try to murder them; and any number of other things might happen. One very embarrassing possibility is to have the Characters hear the sounds of a struggle in an adjoining room and break down the door, only to find a couple *in flagrante delicto* — and discover that one of them is a major NPC whom they had hoped to befriend, and upon whom they have just made a very bad first impression.



THE ENEMY BENEATH

Skaven have been sighted in Middenheim's undercity, off and on, ever since the days of Count Mandred. Dwarf tunnel fighters and Middenheimer sewer jacks conduct regular sweeps of the lower levels, and the authorities follow up any sightings vigorously; in order to avoid panic, official policy is to deny that Skaven exist, and to maintain that the Dwarfs occupy the lowest levels of the undercity, leaving no tunnel or cavern unguarded.

To the average Middenheimer, the Skaven are a myth; exterminated in the Skaven Wars more than a thousand years ago. Those who claim to have seen them are dismissed as cranks; those who claim they infest a massive tunnel network beneath the whole of the Old World have a tendency to find their way into the Sisters of Shallya, at remote asylums such as the Great Hospice near Frederheim.

Of those who know about Skaven, the vast majority regard them as enemies. Even the other Ruinous Powers of Chaos distrust them as a race — but to a few, their services are valuable. Their secret ways allow them to move in and out of places unseen, and those who meet their price find them reliable. The evil Law Lord, Karl-Heinz Wasmeier, hired a Skaven band for an important part of his plan: the kidnapping of Law Lord Ehrlich's niece Reya from her parents' farmstead outside the town.

While Wasmeier's Doppelgänger, in the form of Law Lord Hoflich, threatened the terrified Ehrlich into cooperating with the plan, the Skaven held Reya beneath the city. With the plan nearing its conclusion, they delivered his niece to Wasmeier's human agent, who passed her on to Brunhilde Klaglich.

Having been assured of his reward, Snikkit has undertaken a further contract to retrieve a map showing Brass Keep from the Templar's Arms — or wherever the Characters happen to be staying. His band also takes the opportunity to indulge in some slave raiding on the unfortunate occupants of the inn.

CONFUSION IN THE INN

The first thing the Characters know of events will be shouting and screaming from the inn's main bar-room. They will have exactly one minute before the door is kicked open and they are faced with a pair of Skaven warriors. Run this minute in real time; time a minute from the first scream, add noises like shouting, crashes, footsteps on the stairs and so on. If the party ends up shouting at each other in a panic, things are going well.

Keep a careful note of how long the Characters take to act. They should have time to grab a weapon, and put on easily-donned armour (coif, helmet, shield), but stopping to don a full suit of armour, or casting more than one spell per spellcaster, is out of the question. If the party is quick off the mark, they may be able to deal with several of the band piecemeal as they are still searching the inn in pairs and rounding up hostages; this will help them a great deal in any later confrontation.

The Skaven band is rounding up everyone in the inn and herding them into the bar, where they are tied up. Those who offer no resistance will not be harmed (much); live humans have value in the undercity. Most of the inn's guests will flee rather than fight. Just who is captured and who flees is up to you. However, it is suggested that the Halfling cook, Tiasmara be captured and threatened; this will stop Uli and his staff from wading in.

Once they have tied up some guests, Snikkit tears down an old campaign map showing the Middle Mountains which hangs on the bar's wall, rolls it up, and sticks it in his belt. This is not likely to be noticed by the Characters until after the fact, and will not play a part in this adventure.

Remember that this is a very volatile situation, and be prepared to play things by ear. Most of the Skaven are as nervous as their hostages, and may suddenly erupt into violence — or lose their nerve and make a run for it — at any time. If possible their leader, Snikkit, should either fight to the death or escape into the sewers, rather than being captured.

THE SKAVEN

The band consists of Snikkit, their leader, and six Skaven warriors. Numbers may be adjusted to ensure that they provide a challenge for the Characters, without being unbeatable.

SNIKKIT, STORMVERMIN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	55	25*	35	35	55	50	30	30	25	20	11

Traits: Armour 3, Shield 2, Infected, Night Vision, Tracker, Weapon (Short Spear) +7

Skills: Dodge 55, Melee (Basic 70, Parry 65), Perception 65, Stealth (Urban) 60

Trappings: Hand weapon (Short Spear), Dagger, Mail Coat, Chausses and Coif worn over Soft Leather, Shield

*Snikkit has one eye, which accounts for his low BS.

SNIKKIT'S SKAVEN WARRIORS (6)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	30	30	30	30	40	35	30	30	20	20	11

Traits: Armour 2, Infected, Night Vision, Skittish, Tracker, Weapon (Hand Weapon) +7, Ranged (Sling) +7

Skills: Dodge 40, Melee (Basic) 45, Ranged (Sling) 50

Trappings: Four of the warriors are armed with swords, and two with a club and a dagger each. All carry a sling and six bullets.

One of the unarmoured Skaven also has a rag doll, which belonged to the girl. Hidden in the doll's clothing there's a slip of paper, on which a message is crudely written, in what appears to be a child's writing.



A HELPING HAND

While the number of Skaven should be adjusted to be roughly equal to the strength of the party, the incident might be used to introduce the Characters to a potential ally: the Deputy High Wizard's younger sister, Erina Eberhauer. If she is staying at the inn, add two or three more Skaven to the band so that the fight does not become too easy.

Erina fights intelligently, staying out of the fray, and using ranged spells to help the Characters.

She arrived in Middenheim earlier in the day, planning to surprise her sister. She does not willingly admit to being related to the Deputy High Wizard — far too many people ask for favours — but she reports the Skaven to Janna, and mentions the Characters if they performed well. This may lead to an interview with the Deputy High Wizard, who wants to find out all she can about the incident, and track the Skaven's route into the city if possible. The Characters may have the opportunity to ask some questions of their own, but Janna makes it clear that her questions must be answered first — until she becomes convinced that the new taxes are a part of some sinister plan.

ERINA EBERHAUER

In her early 20s and of average height, Erina has an athletic build, auburn hair, hazel eyes, and a smattering of freckles that belie a serious nature. Those who have seen her sister the Deputy High Wizard will notice a family resemblance on a successful **Challenging (+0) Perception** Test. Erina is fiercely intelligent, decisive, and matter-of-fact; while not unfriendly, she will initially be reserved toward the Characters, and everyone else.

ERINA EBERHAUER, BRIGHT WIZARD (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	44	31	30	31	33	37	31	48	42	31	11

Skills: Channelling (Aqshy) 52, Cool 52, Dodge 47, Evaluate 51, Gossip 34, Intuition 43, Language (Magick) 58, Leadership 36, Lore (Magic 58, Reikland 51), Melee (Basic 54, Polearm 54), Perception 43

Talents: Aethyric Attunement, Arcane Magic (Aqshy), Doomed (*The capital is a city in flux until your solemn sacrifice*), Linguistics, Perfect Pitch, Petty Magic, Read/Write, Savvy, Second Sight, Sixth Sense

Petty Magic Spells: Dart, Dazzle, Eavesdrop, Gust, Light, Open Lock, Sounds

Arcane and Lore Spells: Drop, Flight, Great Fires of U'Zuhl, Flaming Sword of Rhuin

Possessions: These are all in her room; she is dressed in her nightgown, and only had time to snatch up a bag of spell ingredients. Assume that she uses the appropriate ingredients for every spell she casts.



THE BATTLE

The party can stand and fight, or they can flee. In either case, they should survive — perhaps wounded, and perhaps minus a Fate Point or two, but alive.

The Watch will arrive in force (2D10 + 2 Watchmen with two Sergeants and a Captain) some 5 minutes after the attack begins. If the Skaven have been defeated by then, all well and good. The Captain asks for the Characters' names and commend them on their public-spirited actions. The following afternoon, they and any NPCs who assisted are summoned by Watch Commander Schutzmann, who listens to their account of the incident and offers them his congratulations; this can be a very good introduction to this NPC — see **The Debrief** on page 112 for more.

If the party fails to deal with the situation, the Skaven leave the inn, vanishing into the night.

PRISONERS

If the party takes any prisoners, they have a limited time to question them before the Watch takes them away. None know where they went in the city; they moved underground by a twisting route. All they can say is that they took a young, female Human from a farm, and hid her in the Drakwald Forest before bringing her to the city. They cannot describe the person to whom they handed the young woman over, apart from stating that he had prominent 'whiskers'.

A Lucky Find

If time is pressing and the players have somehow managed to get nowhere — but not otherwise — you might allow the Characters a clue to help them find the lair of Wasmeier's agent Brunhilde Klaglich and her minions (page 96). Snikkit, the Skaven leader, is carrying a crude map that shows a part of the city's sewer system and a location marked with a few symbols in the Skaven tongue of Queekish. It is quite unlikely that any of the Characters can read this language, and none of the other Skaven is literate: still, this location is clearly significant, and may be where the child was delivered. A **Difficult (-10) Navigation** Test will enable the Characters to follow the map to the lair.

TEMPERED LUCK

The above option gives GMs an solution for parties who are truly lost — the Skaven attack wherever they are staying, and a convenient map leads directly to the kidnapped niece of Law Lord Ehrlich. While Ehrlich does not know quite who is blackmailing him, he is sure to make such a fuss that Wasmeier, fearful the net may be closing about him, will make his move on the Graf early — preferably while the Characters are nearby to intervene.

However, most struggling parties will not require such drastic measures. Instead, you may wish to have a surviving Skaven, fluent in Reikspeial, add that he heard the girl calling out for her uncle, who she claimed was 'an wielder of laws, yes yes!' This could be used to put direct the Characters towards Law Lord Ehrlich, without also short-circuiting the entire plot.

THE SKAVEN MYTH

Reports of Skaven will be treated with skepticism by the Watch and other city authorities. Most Middenheimers know the story of Count Mandred and the Ratmen, but only as a fable. Only a few believe it is based on fact, and most of those regard the 'Ratmen' as normal Beastmen, whose rat heads were added by some storyteller centuries ago. If the Characters' account is backed up by multiple witnesses, the authorities grudgingly concede that these particular beastmen did indeed have rat-like heads — but rats are beasts, after all, so there is no reason to suppose that these creatures are some mythical threat out of an old story. Some slightly more informed people might claim that Skaven *were* real, but Mandred did away with every last one centuries ago.

THE HARMACIST

The Pit is a notorious tavern in the grubby and dangerous Altquartier. Characters are eventually directed there if they investigate the Chancellor's addiction; from other sources, they may also learn that Bruno Kohl is the man to see. The Characters can learn of the Pit from any NPC who could plausibly know of it:

Rallane Lafarel knows the seamier side of the city, as well as its high society, and could have heard of the Pit.

Watch Commander Ulric Schutzmann might have heard the name, but the Watch has yet to establish its location.

Petra Liebkosen mainly indulges in fine Tilean wines, but she does enjoy a good time and has heard that Bruno Kohl is a reliable supplier of more exotic tipples — although she admits that his manner makes her skin crawl.

Allavandrel Fanmaris has been to several of the Altquartier's seedier hostleries: he has seen Bruno around, and has heard the Pit mentioned as Bruno's home base.

Gotthard Wallenstein is a regular customer of Bruno's but has never been to the Pit, preferring to have his supply delivered to his home.

Luigi Pavarotti has tried some of Bruno's wares but has his own sources, which he claims provide better quality.

Glugnur the Troll Slayer (page 61) has purchased Ranald's Delight from Bruno more than once, and can lead the Characters to the Pit if he decides to like them.

Karl Matthaus and his fellow street brats (page 64) will conduct the Characters to the Pit for a price: initially he will demand 1 GC, but he can be haggled down to a shilling. However, he may try to take the Characters to a couple of other places first, where he claims things are either better and cheaper. In fact, these are places where he knows the suppliers, and hopes to get a payoff for bringing them new business.

FOR GROGNARDS: IS THIS THE PLACE?

Grognard players may start looking for a tavern called the Pit and a purveyor of poisons called Bruno Kohl as soon as the Characters arrive in Middenheim, and before they have had a chance to have heard of either one legitimately. This is a fairly simple problem for you to solve. It also offers a great opportunity to hand the party an embarrassing reversal: one that will hopefully serve as a lesson, and encourage them to refrain from trying to short-circuit the adventure in future.

It is a simple matter to change the names of both the tavern and the dealer. The locations of the Pit and the lair of the pawns (see Chapter 7) can be switched: both are in poor and dangerous parts of the city.

Bruno Kohl may well be a supplier of illicit herbs, and the Characters may be able to track him down in some other seedy tavern – but he is not the nephew of anyone important (though he may claim to be if it seems likely to offer him any

advantage), and he is not supplying any 'Frau Kenner' (or if he is, she is someone entirely different, with no connection to the Chancellor or anyone else in Middenheim's high society). An enthusiastic sampler of his own wares, he has become twitchy and paranoid, equally likely to flee or attack if he does not like the Characters' questions. For an added piece of misdirection, perhaps his twitchiness is accompanied by buck teeth, clipped speech, and other mannerisms that might lead the Characters to suspect that he is a magically disguised Skaven or even a were-rat: if the players were disappointed by the Skaven's non-appearance in the optional event 'Chaos Strikes by Night' (see page 89), they might seize on this, and send themselves down an entertaining but time-wasting blind alley.

Alternatively, the Characters might simply be beaten up and thrown out of the Pit, to find out later that the place they need is on the other side of the city, and and they are looking for another person altogether.



Alternatively, the Characters may follow Brunhilde Klaglich to the Pit after keeping a watch on the Chancellor and seeing her making a delivery. The map shows the ground and first floors of the tavern; there are also (unmapped) cellars that contain a few beer barrels and a lot of cobwebs. Upstairs rooms are used for several of the dubious entertainments which abound in the Pit and the district generally.

The bar is filthy. The walls and ceilings are covered in grime, and the floor is covered with sawdust, in which beer and other substances collect in clots and pools. The air is blue with smoke, and the smell is better imagined than described. In short, the Pit is very aptly named.

The clientele is just as bad. At any given time, 2D10 customers will be drowning their sorrows here, ever ready to take offence at strangers. Sensible characters will avoid a brawl if possible, since they need informants to be both conscious and cooperative. Whether or not they already know his name, they will be directed to Bruno Kohl if they come seeking herbal remedies, or anything of that sort. He spends about 80% of his time on the premises.



THE STAFF OF THE PIT

FRITZ DRECKIG, PROPRIETOR

A good four inches over 6 ft, Fritz is a tall, well built man with greasy, short black hair, dark eyes, and a vicious scar down the left side of face. Fritz is brutish and coarse to almost everyone, but he especially detests Elves. He chews tobacco, and frequently spits it at customers he dislikes. Add +20 to his BS for this attack, at which he is highly practiced: on a roll of 05 or below, he has spat right in the target's face, causing blindness for 1 round.

FRITZ DRECKIG – TRADER (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	43	44	45	33	31	28	26	35	25	14

Traits: Armour (Body) 1, Prejudice (Elves), Weapon (Dagger +7, Flail +9, Sword +8)

Skills: Bribery 40, Charm 30, Consume Alcohol 54, Drive 36, Gamble 36, Gossip 30, Haggle 30, Melee (Basic 53, Brawling 60, Flail 55)

Trappings: Leather Jerkin, Hand Weapon (Sword - on wall, over the bar), Flail (hidden under the bar), Dagger, 2d10 Silver Shillings.

Fritz has a money bucket behind the bar containing (among other things) 143 Shillings and 181 Pennies. The staff get their change from here. It is not very secure, but few would consider stealing from Fritz.

OTTO GESCHWUR, BARMAN

In his middle years, Otto was hired as much for his intimidating build as for his skill behind the bar. He is just an inch shorter than Otto, heavily muscled, with brown hair and eyes. Otto is impatient, crude and very lecherous, with a dreadful temper. He fancies himself a ladies' man.

OTTO GESCHWUR – THUG (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	42	28	56	41	35	36	29	33	25	23	12

Traits: Prejudice (The Weak), Weapon (Club) +9

Skills: Athletics 46, Consume Alcohol 51, Dodge 46, Endurance 51, Entertain (Taunt) 33, Gossip 33, Haggle 28, Intimidate 65, Melee (Basic) 53

Trappings: Dagger, Hand Weapon (Club kept under the bar).

SELENA, WAITRESS & BARMAID

Short, of medium build, with badly dyed-blond hair and dark brown eyes, Selena is materialistic, naive, and giggles a lot, sometimes out of nervous habit.

SELENA – HUMAN HUSTLER (BRASS 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	35	28	35	35	36	38	28	30	35	11

Traits: Weapon (Dagger) +5

Skills: Bribery 40, Charm 40, Consume Alcohol 40, Entertain (Sing) 45, Gamble 31, Gossip 45, Haggle 45, Intimidate 33.

Possessions: Dagger, Gold Bracelet (10 Schillings), Vial of cloying Perfume, Silver pendant (5 schillings).

PIT PATRONS

BRUNO KOHL

Tall, pretentious, and with terrible decision making skills, Bruno is a constant fixture at the Pit. He is of slender build, with blue-streaks carefully added to his auburn hair. His green eyes are perpetually bloodshot. Bruno is constantly on edge and must always be in motion, his nervous ticks most obvious when he is seated. His appearance is bizarre: his face is plastered with ghoulish white paint, his hair streaked, and his clothes come in all colours of the rainbow. Bruno is Hildegard Zimmerlich's nephew (p. 92), the Chaperone to the 'Princess.' He uses this information only if he feels threatened, proclaiming: *'Touch me and you'll be sorry. I have relatives in high places.'*

BRUNO KOHL – HUMAN BAWD, FORMER NOBLE AND APOTHECARY (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	31	34	28	53	52	60	31	28	49	12

Traits: Prejudice (Watchmen), Weapon (Dagger) +5

Skills: Bribery 64, Charm 64, Consume Alcohol 48, Dodge 62, Endurance 38, Entertain (Storytelling) 64, Gamble 51, Gossip 69, Haggle 69, Intimidate 49, Lore (Chemistry 41, Medicine 41), Melee (Basic) 43, Perception 68, Trade (Poisoner) 75

Talents: Blather, Concoct, Doomed (*Ne'er sup surfeit of that thou dost peddle*), Etiquette (Criminals, Nobles), Luck, Noble Blood

Possessions: Dagger, ostentatious gold necklace (2 GCs), 2 gold rings (2 GCs each), 20 doses of Ranald's Delight, 5 doses of Mandrake Root, 20 doses of Weirdroot, and 2 doses of Black Lotus. See **WFRP**, pages 306–7.

MARIE-ASTRID PLATINI

Raven haired, with a slim build and dark complexion, Marie-Astrid hails from the Bordeleaux region of Bretonnia, and speaks Reikspeil with a heavy accent. For some reason she is enamoured with Bruno, but this does not stop her flirting with any handsome customer who happens by.

MARIE-ASTRID PLATINI – HUMAN HUSTLER (BRASS I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	37	30	32	22	31	36	24	43	34	12

Traits: Prejudice (boring people), Weapon+7

Skills: Bribery 40, Charm 40, Consume Alcohol 40, Entertain (Sing) 45, Gamble 31, Gossip 45, Haggle 45, Intimidate 33, Language (Bretonnian)

Possessions: Dagger; silver and pearl necklace (10 GCs); gold bracelet (4 GCs); 1 dose of Ranald's Delight; vial of musky perfume; 2 silk handkerchiefs; 2 Gold Crowns; 5 Silver Shillings.

DEALING WITH BRUNO

Bruno is quite willing to do business with anyone, but the party may not know what they are after. The Chancellor is addicted to Ranald's Delight, and the party will probably need to take some along so that they know what to get.

The charge for what would be a week's supply for the Chancellor (about 30 doses), the equivalent of 27 Gold Crowns, which may be lowered by haggling. However, Bruno may not have enough for such a large order, and may try to make up the shortfall with something else. A Character can be sure that this is indeed Ranald's Delight by trying some of the Chancellor's supply, and then trying some of what Bruno offers; a successful **Hard (-20) Trade (Apothecary or Poisoner)** or **Lore (Chemistry or Medicine)** Test will allow the Characters to tell whether they are the same.

A character with *Lore (Chemistry)* and/or *Trade (Apothecary)* can also identify the substance as Ranald's Delight, but this requires equipment: there is no question of setting it up in the bar, although renting a room upstairs for 4 Schillings for an hour would be fine with Werner, and Bruno will not object.

If the question of a regular supply is raised, Bruno replies that he is always here, and can sell them up to 20 more doses, if they wait while he gets it. He leaves and returns with with a packed Middenball bag in 30–60 minutes, asking 1 GC per dose as before, which can be reduced by haggling.

The Characters may ask who buys Ranald's Delight on a regular basis. If they give Bruno the description of Klaglich that they got from Chancellor Sparsam, he winks knowingly but says that she is a good customer and he cannot afford to lose her. In fact, Bruno will guess that the woman is likely to fall foul of the party and stop buying from him soon: with this in mind, he aims to get some money out of the party first — 50 GCs if possible. He won't sell her out for less than 10 GCs no matter how well the characters bribe or haggle. For this, Bruno reveals that she visits once a week, and he expects her again on Festag night.

MORE INCIDENTS

The Pit can be used as the setting for a number of small incidents, ranging from a bar-room brawl to a raid from an Elite Guard squad looking for a kidnapped VIP. The Characters will be alright if they stay quiet, but other customers may panic and a fracas could ensue in which the Characters are unfortunately involved — and they will probably be carrying Ranald's Delight.



THE TRAITOR UNMASKED



This chapter begins whenever the Characters trace Wasmeier's agent, Brunhilde Klaglich, to her lair. There they find Reya, Law Lord Ehrlich's kidnapped niece. They return her safely to him, break Wasmeier's control over him, and set the dramatic climax of the adventure into motion. Everything the Characters have failed to learn by now falls into place, and a desperate chase ensues as Wasmeier tries to make good his escape.

PAWNS OF THE EVIL WIZARD

Note: This section has alternative features, depending on when the party finds the lair. You should be familiar with these before play. The pawns are not Purple Hand cultists, but expendable hirelings paid by the Law Lord to do his dirty work. They spend most of their time in a seedy den, playing cards and drinking. Unless they are prepared for some action, there is a 90% chance that one or more are asleep when the Characters arrive.

Wasmeier may use his pawns to spy on the Characters after their actions have brought them to his attention. If he decides to have them silenced, the GM must determine whether, when, and how the NPCs will strike. Klaglich is highly intelligent, and if any of the other pawns is caught, she immediately moves to a previously-prepared lair; keep the same map, but gives it a new location. If the Characters go to the authorities, enquiries are made, but nothing comes of them — except perhaps that the authorities become more interested in the party.

THE PAWNS

BRUNHILDE KLAGLICH (ALIAS ELISE KALTBLUTIG, CHARLOTTE & FRAU KENNER), RINGLEADER

Brunhilde is highly-observant, fast-moving, fast-thinking, witty, and sarcastic. Of average height, with striking blonde hair, almost every other aspect of her appearance is subject to change via costume, makeup, and an outstanding talent for impersonation. She is cruel and sadistic, and cares for no one and nothing. She is a mistress of disguise.

BRUNHILDE KLAGLICH

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	61	49	37	35	63	59	40	67	60	61	15

Skills: Bribery 81, Charm 81, Climb 52, Cool 80, Dodge 74, Entertain (Act 81), Gamble 87, Gossip 81, Haggle 81, Hypnotism 87, Intuition 83, Leadership 81, Lore (Middenland 87, Hochland 87), Melee (Basic) 81, Perception 88, Secret Signs (Thief 87, Vagabond 82, Wasmeier's Code 87), Sleight of Hand 60, Stealth (Urban) 78

Talents: Attractive, Beneath Notice, Blather, Briber, Carouser, Concoct, Doomed (*Uninvited guests unpick all of your embroidery*), Etiquette (Criminals, Nobles), Flee!, Gregarious, Lip Reading, Master of Disguise, Mimic, Read/Write, Savvy, Secret Identity 4, Shadow, Suave, Tower of Memories

Trappings: Sleeved mail coat; magical headband (under broad-brimmed hat, 1 AP, head); magical sword (counts as a hand weapon but is magical and benefits from the Impale and Damaging Weapon Qualities); 2 daggers; 2 doses of Heartkill (WFRP, page 306); *Brass Neck Tincture* (see page 97); 2 opals (worth 20 GCs each); disguise kit; access to coins to a value of 22 GCs, 11/-.



BRASS NECK TINCTURE

This potion makes the drinker utterly incoherent, as though drunk, but at the same time immune to pain. These effects last 2–12 hours. During this time, Klaglich will suffer three *Stunned* conditions, and cannot make **Endurance Tests** to remove them until the effects of the potion wear off. During that time, though, she also gains the traits **Immunity to Psychology** and **Painless**, making her immune to interrogation and torture.

DAGMAR MITSCHULDIGE, MERCENARY

Tall by any measure, with a strong build, light-brown hair, hazel eyes, freckles on bridge of nose, backs of hands, and forearms, Dagmar's most notable feature is her missing front teeth, knocked out in a brawl years past. Dagmar is a hired mercenary, a dour and cynical woman but loyal enough — if paid well. She has been mostly cooling her heels in the group's den, and is bored and twitchy. However, she has recently become friendly with Reya Ehrlich, the Law Lord's niece.

DAGMAR MITSCHULDIGE HUMAN SOLDIER (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	49	36	43	50	38	35	35	32	40	27	23

Skills: Athletics 48, Climb 43, Cool 50, Dodge 38, Endurance 55, Intimidate 45, Intuition 48, Melee (Basic 59, Two-Handed 59), Perception 48.

Talents: Doomed (*Boil your belly for you have belly to boil*), Hardy, Reversal, Strike to Stun, Tenacious, Warrior Born.

Trappings: Mail shirt; plate arm bracers; helmet; two-handed sword; sword; Swordbreaker; knuckledusters; 15 Gold Crowns; Gold ring (2 GCs).

HULTZ FLEISCHER, THUG

Hultz in his late thirties, tall with a medium-strong build. He has an unhealthy look, with lank black locks, pale green eyes, and a number of warts on his hands and fingers. Fleischer is a local ne'er-do-well, a mean and evil man who seems half-crazy. This is a front, he is vicious and crafty, and might possibly surrender — if he thinks he can plead for his getaway after.

HULTZ FLEISCHER – HUMAN THUG (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	58	32	50	54	35	33	35	33	31	32	18

Skills: Bribery 37, Consume Alcohol 64, Cool 36, Dodge 63, Endurance 64, Evaluate 34, Intimidate 60, Lore (Reikland) 36, Melee (Basic 68, Brawling 68), Stealth (Urban) 48.

Talents: Criminal, Etiquette (Criminals), Dirty Fighting 2, Doomed (*Drink loudly and long but the draught be your own sweet gore*), Menacing, Strike Mighty Blow

Trappings: Mail coat, club, dagger, knuckle dusters, 3 GCs, 11/–.

ANTON HUNDISCH, WIZARD'S APPRENTICE

Anton is an adolescent with a slight frame. He has greasy long, black hair and his large brown eyes are permanently bloodshot due to infection. Anton has been in a downward spiral ever since leaving the Grey Order in disgrace. When he is not semi-conscious through over indulgence in a variety of tipples, he sits rocking in a chair. When a combat is in the offing, sheer fear will ensure that he does his best — to keep himself alive. On a good day he is cowardly, pathetic and wretched. Brunhilde found him under a table one day, and thought he might prove useful. Now, she is not so sure.

ANTON HUNDISCH HUMAN WIZARD'S APPRENTICE (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	31	28	29	33	37	32	46	39	26	9

Skills: Channelling (Azyr) 49, Cool 44, Dodge 47, Evaluate 49, Gossip 29, Intuition 43, Language (Magick) 61, Leadership 31, Lore (Magic 56, Middenheim 49), Melee (Basic 50, Polearm 45), Perception 43

Talents: Aethyric Attunement, Arcane Magic (Ulgu), Doomed (*If you don't eat your greens and study hard you'll fall in with a bad lot and it won't end well for you*), Linguistics, Perfect Pitch, Petty Magic, Read/Write, Savvy, Second Sight

Petty Magic Spells: Dart, Eavesdrop, Gust, Sounds

Arcane and Lore Spells: Choking Shadows, Doppelganger, Mystifying Miasma, Shroud of Invisibility

Trappings: Dagger, bottle of Pritstock Riesling, pouch of Ranald's Delight, 10 schillings

A NOTE ON TRAPPINGS

The trappings listed for these NPCs are those which they will typically wear in their lair, if they are expecting trouble. If Brunhilde is wandering around in the city, for example, she will not be wearing armour, as it draws attention.

Brunhilde Klaglich is Wasmeier's trusted lieutenant. She is the only one who knows their master's identity. She will never reveal his identity: if she is captured, he will be her last hope of freedom. She will drink her *Potion of Resistance*, if it looks like she is about to be caught.

Wasmeier contacts her using coded instructions sent by carrier pigeon. Klaglich always burns a message after decoding it, but intercepted messages can be deciphered on a **Hard (–20) Intelligence Test**, a **Challenging (+0) Lore (Mathematics) Test**, or a succession of **Challenging (+0) Research Tests** totaling 10 SL. Klaglich has memorised the code, and does not have a cryptography book for the Characters to find. The code uses non-alphabetical symbols, so it is not possible to decipher the handwriting. If Klaglich has to contact the Law Lord in an emergency, she adopts a disguise and visits him at home, using her *Stealth Skill* to avoid being followed.

Klaglich has been very busy, and the party may have come across some or all of her activities. As 'Charlotte,' she hypnotised the Graf's Champion into supporting the tax changes. As 'Elise Kaltblutig,' she stole the love-letters from Ar-Ulric to the Graf's paramour, and then used blackmail to gain his support for the taxes. Finally, as 'Frau Kenner,' she continues to supply Ranald's Delight to the Chancellor, to keep him loyal, so that the tax changes are maintained. This last role is very important, since she contacts the Chancellor on a regular basis, giving the party a chance to encounter her, and track her to the lair.

'FRAU KENNER'

Klaglich visits the Inner Palace in this disguise once a week on Festag night to make a delivery to Sparsam. He has given her a pass permitting entrance to the ground floor; it was with this pass that she was able to gain access via the gardens to the apartments of the Ladies-at-Court and steal the love-letters.

Josef Gropius, a Palace man-at-arms, was attracted to Frau Kenner and, in a romantic move, followed her home one night some four weeks ago. He tracked her to the Altquartier. At this point he almost gave up, but out of curiosity he continued until he saw her enter an inn called 'the Pit.' He thought this strange, but concluded that the woman must be working undercover for someone important in the Palace. He then decided to leave her alone. Like all Palace staff, Josef is reliable. He only reveals this information if asked by someone with authority, such as any of the major NPCs.

It is very important to the pace of the adventure that the Characters are able to follow Frau Kenner after her visit to Sparsam on Festag night. She will lead the party to the lair, and from this point on events lead to a thrilling climax. The party can achieve this in various ways, depending on how they have come to hear about 'Frau Kenner.' These are detailed in the following paragraphs.

FOR GROGNARDS: A LAIR TOO FAR

Grognard players might remember the location of the lair, and you might find the Characters heading straight there without any in-game reason to do so. If this happens, the lair's location — which is already quite vague — can be moved. The grognard box 'Is This The Place?' (page 93) covers this possibility.

Situated as it is in one of the city's seedier districts, the 'wrong' lair can still look convincingly right, especially if the players have already made up their minds about it. Disreputable-looking NPCs can come and go at odd hours, using coded knocks and looking around to make sure they were not followed; the sound of a child's sobbing may be heard from inside; and other clues might be seeded by you, based on the players' memories and suspicions. When they break down the door, though, they find that they have invaded the den of a gang of footpads who will offer them a tough fight — or even a cult safe house whose denizens will fight to the death rather than let the Characters escape to report their existence.

It is impossible for one person to trail someone through the huge crowds in the city on the last night of Carnival. The more Characters take part, the better the chance of success, and the street urchins (page 96) could also be helpful. The crowds thin out as the Altquartier is reached, but even here the streets hold a sizeable number of drunken revellers.

If the Chancellor is the key, then all the Characters have to do is wait for her next delivery on the last night of the Carnival, at about 9.00pm. Sparsam is attending the opera that night, but will pop back to the Palace during the interval.

If they have talked to Josef Gropius, the party will be aware of a place called 'the Pit' — or they may already have been there and bought information on 'Frau Kenner' from Bruno Kohl. They may simply stake the place out, in which case they will see 'Frau Kenner' arrive at about 8.30pm. She can then be trailed to the Inner Palace and, after supplying Sparsam, back to her lair. She will have a few drinks in various inns before she returns, arriving back at about 11.30pm.

If the Characters are having difficulty tracing 'Frau Kenner,' one of the NPCs mentioned in 'The Harmacist' (page 92) may approach them with information about her base. A 'gratitude payment' of anything up to 2 GCs seems reasonable for such a service. Again, the pace of the adventure will benefit if this information is obtained on the last night of the Carnival.

One final possibility is for the party to try and locate the lady in question by recruitment, perhaps hinting gently to dubious characters that they are looking for a woman with good disguise skills to pull off some confidence trick or other. The Characters might get into some rather unpleasant company in this way, but Brunhilde may hear of them and rise to the bait: although she works for Wasmeier, this does not stop her undertaking other commissions. She will be very wary, though and try to arrange a meeting somewhere where she is totally confident, and can escape if the need arises.

THE LAIR OF THE PAWNS

Trailing 'Frau Kenner' from her meeting with Sparsam will lead the party to the lair at about 11.30pm. The Characters may have entertained ideas about calling the Watch, but what they will find may make them change their minds. After a wait at the front door, 'Frau Kenner' will be seen to go inside a ruined house, a cart loaded up with bits of furniture is outside. It looks like the occupants are getting ready to leave, so the Characters are going to have to act quickly. In any event, the Watch does not patrol this area of the city.

The four live in the basement of the ruined house. There is no plan of the house itself, since no action takes place there. The rooms contain only dust, damp, rotten wood and debris, and possibly the odd spider or mouse. The windows are boarded up, but the back one has a 6-inch hole cut into the wood for the carrier pigeons. A **Challenging (+0) Perception Test** will reveal feathers caught in the wood, plus grain and droppings on the floor.

The front and back doors are both locked (count as a *Latch* for the purposes of **Pick Lock** Tests). The back door has been rigged with a deadfall trap which drops a lump of masonry on anyone opening it (S 4, roll D10 for hit location: 1–3 left arm; 4–6 right arm; 7–10 head).

There is a trapdoor (3ft square) in the ground floor back room which is barred on the underside. The signal to open the trapdoor is two stamps, pause five seconds, two stamps. Only the four pawns know the code, so if they are all in the lair they will naturally be suspicious of anyone outside using it. Beneath the trapdoor, a set of narrow wooden steps leads down about 15 ft. Living rooms and corridors in the underground lair have a ceiling height of 9ft, and are lit with oil-burning lamps.

BASEMENT LANDING

Bare, undecorated, and only dimly lit.

DAGMAR'S CHAMBER

Dagmar the mercenary will be here, idling away her time whittling wood or playing a game of *Lonely Emperor* with a pack of scuffed cards, and whistling a few off-key bars of 'To Hunt the Manticore'. The room contains a pallet bed, a wardrobe with spare clothes (nothing unusual), a small table and two chairs, and other mundane living, drinking and eating utensils.

HULTZ'S CHAMBER

The general decor is very similar to Dagmar's chamber, although there are a couple of better (but hardly good) carpets on the floor and a thick fur bed-cover.

FOOD STORE

Contains ale, wine, fruits, sweetmeats, pickles cheese, tubers, dried meat, salted fish and so on. If nothing else, the pawns eat well during their stay here.

LATRINE

A vertical shaft to the sewer not far below.

STORES

Oils, spare lamps, ropes, candles, a bale of twine, lengths of wood, coils of wire, various tools, etc. Reya Ehrlich sits tied to a chair, bound and gagged. Klaglich has orders to ensure that Ehrlich's niece remains safe and well — she is a prized asset, after all. Klaglich insists that no one speaks to her while she is kept hostage, in case they give anything away. This has put her at odds with Dagmar, who has become attached to Reya, and has been updating her on the Carnival's events — no one likes to miss a good show. Klaglich has told the others that Reya is being held for a ransom, which is to be paid soon.

BRUNHILDE'S CHAMBER

This room is furnished with a pallet bed, large wardrobe containing clothes for Klaglich's many aliases, table and chair, and two tatty fur rugs. Some minor items (plates, cutlery, and the like) litter the place. A dresser is piled with tubs of rouge, panstick, kohl, wigs and other makeup needed to facilitate her disguises. In one corner is a small aviary containing d10 carrier pigeons trained to go to Wasmeier. Careful searching reveals a small pile of ashes where past messages have been burnt.

The smell of avian excrement mixed with burnt damp paper is malodorous.

There is a small secret compartment underneath the bed containing one bag with 45 Gold Crowns, a bag with two fancy necklace and ear-ring sets of chrysoberyl and lapis lazuli in intricate silver settings (each set 20 GCs), and a solid gold ingot worth 35 GCs. The jewellery is stolen, so if the Characters sell it in the city they could get into trouble.



Also in this hidey-hole are the love-letters from High Priest Ar-Ulric to the Graf's paramour, Emmanuelle Schlagen. They are addressed to 'Em' and signed by 'Big Bad Wolf.' Academics will note that the parchment and ink are of very high quality. The contents are sentimental protestations of undying affection, poems, and so on. Finally, the code-book for Wasmeier's messages is here.

BATH CHAMBER

A wooden tub, with a pump nearby for drawing water. Soap, thread-bare towels, and a small, dirty mirror are on a table, but do not appear to have been used much.

ANTON'S CHAMBER

Decor is generally the same as for any other bedroom/chambers. Contents include various books (no spell books), worth about 20 GCs in total, and small quantities of material components for his Petty Magic Spells.

NPC STRATEGY

Obviously, this depends on how much warning the pawns have, if they are asleep at the time, and so on. If they have already made an attack on the Characters they will be highly vigilant, and likewise, if the Characters have announced their presence by smashing down locked doors, they will be forewarned. These NPCs are fairly brave (save for Anton): Brunhilde and Dagmar are unlikely to surrender, and Hultz will not do so unless offered amnesty. It is unlikely that any will be able to escape, although Brunhilde will try to get away to warn Wasmeier. Unfortunately, even if she does escape, Wasmeier will not be at home for most of Festag night, having other plans for the evening (see 'The Court Climax,' page 100).

ADVANCING THE PLOTLINE

If the Characters discover the lair on Festag night, events are set to increase in pace. Assuming the love-letters have been found, the Characters should be able to guess who wrote them, and how politically sensitive they are. Even if they were unaware of the blackmail pressure on Ar-Ulric before, they should now understand why he has been silent on the tax issue. However, Reya Ehrlich is their biggest gain by far. i. When ungagged, Reya will prove to be an independent and plucky sort, demanding to be taken to her uncle Law Lord Ehrlich — 'he'll know what to do!' — or someone else in authority. In all probability, the Characters are quite unaware of the pressure exerted on Law Lord Ehrlich, and Reya's presence should be one more piece of the jigsaw.

Premature Annihilation

If the party deals with the pawns before Festag night, things change slightly. Reya Ehrlich is not in the lair. Instead of love-letters, the party finds a partly-burnt scrap of paper in the ashes close to the aviary. All that is readable (in code) is a place (of your choosing, in the Altquartier), and a time (11.30pm Festag night). This is where another group of cultists — or the Skaven, if they have not yet been encountered — hand over Reya and the love-letters to Klaglich. After that, events should continue as described above.

If Klaglich is killed, the first Wasmeier knows about it is when she fails to act on one of his messages, which may take time. He starts investigations using minor cultists, and if he discovers the lair has been attacked, he instructs a second group of cultists to take delivery of Reya and the letters. Since the original lair has been discovered, the cultists will plant the evidence in another run-down house. This meeting could get very complicated as both Characters and cultists wait for the same 'shipment.'

Finally, if Klaglich escapes an early attack, Wasmeier will be warned immediately. Since neither of them knows that the Characters know of the handover on Festag night, there is no reason why the aforementioned delivery will not take place, but in this instance, it will be Klaglich waiting for the girl and letters, rather than other cultists. She then plants the evidence as described in 'The Court Climax' (page 100)

THE COURT CLIMAX

Wasmeier's plot reaches its devastating conclusion late on the last night of the Carnival. As the crowds drink and cheer at the Illuminations of the Black Pool, the evil Law Lord sits back in his apartments at the Inner Palace, waiting for the summons from Graf Boris. The summons informs him all has been successful, and that for the Cult of the Purple Hand, the Time of Changes has arrived.

WASMEIER'S PLAN

In the Law Lord's warped but brilliant mind, the events of Festag night are planned as follows.

At about 9.00 p.m., Brunhilde Klaglich visits Chancellor Sparsam with his next batch of Ranald's Delight. She then returns to the lair to oversee the final leaving preparations: it is important that the lair be made to look like it has been vacated in a hurry. Klaglich's last act is to hand Reya over to a member of the Ordo Novitiae.

Meanwhile Wasmeier and the Hoflich Doppelgänger are enjoying the opera *The Ring of the Nibble Unger Lied* at the Royal College of Music. The performance is set to end at midnight, and by 12.30am the two men have returned to the Palace.

Wasmeier makes his way to his room, but Hoflich goes to the Graf's chambers, and seeks an immediate audience. Despite the time, the Graf's personal guard would not think of denying entrance to one of the three Law Lords — especially Hoflich with his fearsome reputation. The Graf is, of course, alone, and his death is simple.

At this stage, the creature will not assume the Graf's form. It opens a window and leaves — still as Hoflich — instructing the guards that the Graf does not wish to be disturbed for the next hour.

Back in his apartment, the Hoflich Doppelgänger consumes a *Potion of Invisibility* supplied by Wasmeier and re-enters the Graf's rooms via the open window, using a rope and grapnel. The Illuminations distract the Outer Palace Guards' attention..

The Doppelgänger then take the Graf's form and, after the invisibility has worn off (which may take up to an hour), instructs the guards to fetch Law Lord Wasmeier. The two celebrate their success, and watch the remainder of the fireworks from the south window. Wasmeier then pays a visit to Hoflich's apartment before going home: this visit is just for show, to indicate that Hoflich is still in the Palace.

Next morning, the Graf will surprise everyone by calling for a meeting of his advisors; all will attend apart from Hoflich. Not bothering to wait, the Graf will demand to know who was behind the taxes. Wasmeier will expect many of the advisors to remain quiet, but he will speak out and name Hoflich.

A second call will go out for the Law Lord, and when he cannot be found his Palace rooms are searched. The mouldering body of the real Law Lord is found, along with some incriminating evidence: the diagram of influence and the address of the pawns' lair. There, evidence of Reya's imprisonment and Ar-Ulric's letters are found, and a ghastly plot may be deduced.

From the way both Hoflich's apartment and the lair have been left, it looks like the criminals vacated in a hurry. Law Lord Wasmeier publicly blames himself for this: after his conversation with Graf Boris, he informed Hoflich that the Graf was against the taxes, and meant to repeal them.

FESTAG NIGHT

Though they may not know it, the Characters are on a collision course with Wasmeier's plan.

Despite their best efforts, even a very good party is unable to gain the open support of Ar-Ulric, the paramour, or Law Lord Ehrlich before Festag night. More importantly, the vital clue known only to Ehrlich — that it was Hoflich who introduced the taxes and who threatened him — will not be revealed until the Law Lord's niece is safe.

So, while the Characters may have correctly deduced the various holds that the unknown villain has over each of the NPCs, they will only be able to do something about it on Festag night: either when they trail Klaglich to her lair, or intercept the delivery of letters and Reya Ehrlich. Both these events are timed to occur at about 11:30pm — about an hour before the Doppelgänger is due to murder the Graf, which should be more than enough time to stop the plot.

A Clash with the Pawns

The first thing the Characters must do is deal with the pawns. If they hesitate, have some of them (but not Klaglich) leave the lair: the Characters will be forced to react to prevent them escaping. Klaglich can join the combat a few rounds later or, if the party splits up, have her in the lair trying to batter down the door to Reya's prison cell: the mercenary Dagmar suspects that Reya might be harmed rather than ransomed, and is attempting to prevent it.

Optionally, one of the NPCs may escape. Then, the party must act before the NPC can get a warning to 'The Boss'. They aren't to know that the escaped NPC has no idea who 'The Boss' is.

Having dealt with the pawns, the party should discover the love-letters and Reya; they will probably wish to visit one of the major NPCs involved. If they wish to visit Ar-Ulric first, Reya will demand to be taken to her uncle *at once!* Ar-Ulric is not attending any event and will be difficult to locate in any case.

Nearly the whole of Middenheim will be out on the streets by now, as people make their way to the Great Park for the Grand Finale of fireworks and magic. Every minute counts as the Characters try and wade through the crowds. Eventually, the party arrives at Ehrlich's house. He takes a minute or so to come to the door: more time wasted. At the sight of his niece, he bursts into tears of joy.

'Shallya and Sigmar be thanked!' he cries; hugging Reya to him. He wipes away his tears with one hand, and still hugging his niece, he addresses the Characters. 'It was Hoflich! He kidnapped Reya to force me to support his taxes! My friends, there is no time to lose! Watch, ho! Quickly!'

The Game is Afoot!

With his niece safe, Ehrlich is a different man. Calling the Watch to escort them all, he sets out with Reya and the Characters to confront Hoflich, and put the whole matter before the Graf.

What happens next depends on whether the Characters have arrived at Ehrlich's house before or after midnight. If it is already past midnight, Ehrlich leads the party straight to the Palace; if not, he heads for the Royal College of Music, pointing out that Hoflich is an opera buff, and tonight is the last night of *The Ring of the Nibble Unger Lied*. 'If we hurry, we can take him before he knows that his plan has misfired! Come on!'

Play the rush across the city to the full, consulting the city map. The players should feel the pressure of time mounting against them. Time each section of the journey, ask the players which route they are taking, and roll dice frequently. For example:

'OK, you start off here, and the Royal College of Music is here (indicating map). Now, you could head down Fursten Allee and round the north side of the Great Park, or you could... that way? Right. To get from one end of Fursten Allee to the other should take you about three minutes (writes down '3,' rolls dice, leafs through book). OK, it's not too crowded, and people get out of the way as the Watchmen shout at them to do so (rolls dice and consults book again). Hmm — it's pretty crowded around the Park (rolls dice again). Looks like it will take you about six minutes just to get across the Garten Ring to the Ost Weg. Of course, you could head up Panther's Parade and along Palast Strasse: it's a longer route, but it might be less crowded...'

All this has no effect on the course of events, but it gives the players the feeling that they are racing against time building up the tension to the climax of the adventure.

The Royal College of Music

The party arrives at the Royal College of Music just as everyone is leaving. After a few minutes asking around, they discover that Law Lord Hoflich has already set off to the Palace in a coach. They must now hurry back to the Palace, with more time wasted.

The Middenpalaz

Arriving at the Palace, the party learns that Hoflich arrived about 12.30 a.m. With Ehrlich's authority, they are allowed access to the Inner Palace grounds. When they arrive at the Inner Palace proper, they learn that Hoflich went to see the Graf just a few minutes previously. If the party is running late, assume that Hoflich spent some time in his apartment after coming back from the opera.

The Characters should begin to develop a very bad feeling. Ehrlich summons the duty officer of the Knights Panther, and explains that treachery is afoot.

'Law Lord Hoflich is a traitor!' he cries. 'Guard my niece here with your lives, and summon all the Graf's advisors immediately! And at all costs, make sure that Hoflich does not leave the Palace!'

With that, he leads the party upstairs to the Graf's chambers, outside which they meet his personal guard of ten Knights Panther.

'Treachery!' cries Ehrlich. 'Hoflich is a traitor! I must speak to the Graf immediately!' While the Knights are still thinking about this, he throws open the doors to the Graf's chambers, and stops in his tracks, his expression one of dumbfounded, slack-jawed amazement. In the middle of the room, two identical Graf's are locked in combat, one strangling the other from behind with a length of cord! Every character must make a successful **Difficult (-10) Willpower** Test or gain the *Surprised* condition.

The real Graf is the one currently having the life squeezed out of him, and is only two rounds away from death.

This is not a new situation for the Doppelgänger. It has been discovered during murder attempts in the past — its aim now will be to escape. It will release the pressure on its garrote, but keep a hold on the Graf, using him as a human shield. In his feeble, choked state the Graf is in no position to resist.

The creature backs off towards the nearest southern room, threatening to finish off the Graf should anyone make a move. It opens the door with one hand, and then pushes the Graf forward and darts into the room, closing and bolting the door before anyone can reach it.

If anyone makes a threatening move (including seeming to cast a spell), the Doppelgänger tightens the garrote, knowing that it has nothing to lose. In this case, only two rounds pass before the Graf of Middenheim collapses, apparently dead!

In either case, the Characters are faced with a Graf who is close to death, and an identical imposter who is attempting to escape. Despite their enthusiasm for capturing the fake Graf, the Characters — or at least some of them — should attend to the real Graf Boris at once. Remember, he is not some peasant whose life is meaningless: he is an Imperial Elector with more money and influence than any Character could possibly imagine.

Optionally, a successful use of any healing Spell or Skill by any Character or NPC will revive even a seemingly dead Graf.

The Doppelgänger has a round in which to lock or bolt the door, and while it is being battered down (T 4, D 10), the creature makes its escape by jumping from a window into the gardens (5 yd).

In the darkness, the Doppelgänger returns to Hoflich's form (aware that a Graf dressed in nightclothes will attract too much attention) and tries to leave the Palace, bluffing its way out if needed. Remember, at this stage it is only the Palace building guards who have been commanded to stop Hoflich: the gate guards have no such orders, and it is able to get through the gates in Hoflich's form.

If the creature is being chased and attacked by Characters, the guards will naturally side with the 'Law Lord,' until the Graf's personal guards — who saw the Doppelgänger — arrive to issue other instructions. Should the Doppelgänger be killed, it immediately returns to its true physical form.

Things could be very confusing for a while, as different Palace guards side with various NPCs and Characters. Since the two Law Lords effectively cancel each other out, the deciding factor is the intervention of the Graf's personal guards. These are Knights Panther and are not (generally) stupid; they will realise that the fake Graf must have been whatever creature entered the room in the guise of Law Lord Hoflich.

After the Attack

Eventually the Doppelgänger is either killed or captured, or it escapes into the vast Carnival crowds. Attention should then return to the Graf's chambers, where there is much activity. The rest of the Palace is stirring, too. Dozens of Knights Panther take up station all over the Inner Palace, with Graf Boris and his family being heavily guarded. The Palace grounds are extensively searched, and units dispatched to locate and fetch all high-level advisors — especially Baronial Physician Pavarotti.

During this time, the Characters are guarded until the Midden Marshals arrive and interview them; they are not allowed to go wandering around the Palace, and are certainly not allowed to leave. In part, this is for their own protection: without escort, the Characters are likely to be challenged by any group of guards they come across.

The Marshals will demand a full explanation of events from the Knights and the Characters. Only then, provided they are satisfied by the Characters' involvement, will they be treated as heroes rather than villains. By this time, all the major NPCs (bar Wasmeier) will be in the Palace, and most will be confused.

Given that the Characters can claim to have saved the Graf's life, this reaction may prove a little galling. However, orders are orders, and during periods of military crisis it is the senior officer on the scene that has full command. Law Lord Ehrlich will vouch for the party, but his word does not count for everything. However, any information given by Ehrlich and the Characters will be thoroughly investigated.



Map 4 The Palace

Ground Floor

- a - Great Throne Room
- b - VIP Quarters
- c - Baron Heinrich's Room
- d - Ar-Ulric's Room
- e - Great Dining Room
- f - Sparsam's Room
- g - Guards
- h - Domestic Workroom
- i - Kitchen
- j - Food Store
- k - Pantry
- l - Hoflich's Room
- m - Ehrlich's Room
- n - Chambers of Law Lords
- o - Guard Room
- p - Wasmeier's Room



First Floor

- a - Domestic Dorm
- b - Trophy/ Guard Room
- c - Zimperlich's Room
- d - Princess Katarina's Room
- e - Graf Boris Todbringer's Room
- f - Stores
- g - Balcony
- h - Great Lounge
- i - Smoking Room
- j - Guard Room
- k - Small Conference Room
- l - VIP Quarters
- m - Stores
- n - Baron Stefan's Room
- o - Pavarotti's Room



0 5 10
Scale (yards)

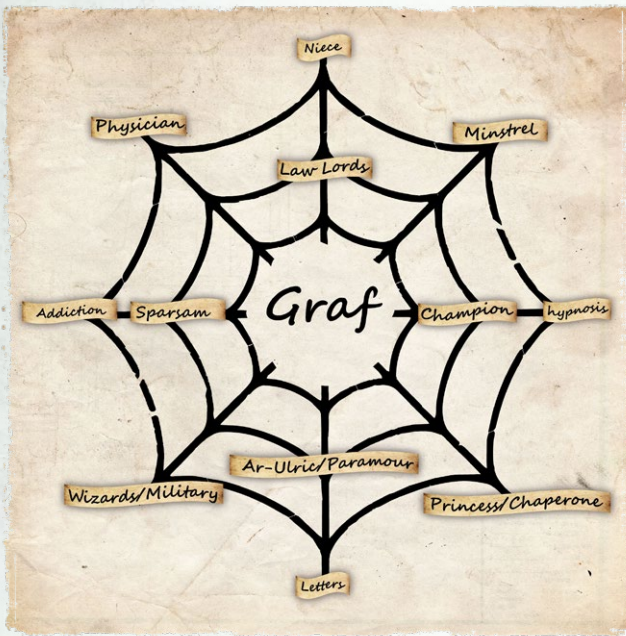


A Grisly Discovery

When the Marshals have finished talking to the Characters, a Knight appears and talks quietly with Commander Schutzmänn. Schutzmänn listens, nods, then turns to the party, saying 'Come with me.' They are led to Hofflich's apartment, which shows signs of a thorough search.

A trunk has been dragged into the middle of the room, and opened. It contains a waxed, sealed sack, now slit down the middle to reveal Joachim Hofflich's decomposed body!

Schutzmänn is given three pieces of paper, also found with the trunk. The largest (Handout 4) shows a peculiar diagram. This is actually an overview of Wasmeier's web of influence, designed to convince others of Hofflich's treachery (outlined in 'Wasmeier's Plan' above).



The second (Handout 3) bears the address of the pawns' lair

Off Ottwanger Allee
Schwarzmauer Weg
OSTWALD

The final piece of paper is a handwritten note (Handout 2), reading:

Copy this note in your own
handwriting and leave it with
Hofflich's body.
Destroy the original afterward.

This note, written by Wasmeier, was attached to Wasmeier's own diagram of influence. The Doppelgänger burned the original as instructed, but, having put the note aside, forgot all about it, and it fell behind the trunk. Obviously, the writer of the note was the fake Hofflich's boss, which means he or she must be the real mastermind. All the Characters have to do is to find someone who recognises the handwriting — such as Law Lord Ehrlich. It should prove quite entertaining as the Characters rush around the Palace asking people for copies of their handwriting! If the Characters fail to solve this problem, one of the Marshals will do so. In any event, recognition of the writing will produce a rush to Wasmeier's apartment in the Palace.

Wasmeier Flees!

As outlined earlier, the evil Law Lord was waiting in his rooms for the Graf-Doppelgänger to summon him. His first knowledge of things going wrong is in the form of a Knight Panther appearing at his door to say that Law Lord Ehrlich requires his presence in the Graf's chambers, and that Law Lord Hofflich is accused of treachery.

Dismissing the Knight, Wasmeier realises that his plan has failed. He consumes a *Potion of Invisibility* and casts *Flight* to leave undetected through a window. These were hidden in his apartment for just such a possibility.

Thus, when the Characters arrive to deal out justice, they find the apartment empty.

Audience with the Graf

At the same time the Characters discover that the bird has flown, Graf Boris has recovered enough to receive a briefing on recent events. He then sends for the Characters. They are admitted to the Graf's bedchamber, where the ruler of the city, despite his brush with death and his confinement to bed, will have some of his old spirit back.

The 'Princess' and Pavarotti will be close by his side, and all the influential NPCs (apart from Wasmeier and Emmanuelle) will also be present, along with his personal bodyguard of Knights Panther. The Ladies-at-Court, the Knight Eternal, Allavandrel and Goebbels will be waiting outside.

The Graf addresses the party, somewhat sarcastically at first:

'My advisors tell me that you people, independent adventurers, seem to know more of what is going on than they do — so much so that you, rather than my Knights Panther, saved my life. For this I thank you, and you will be rewarded. Now I learn that the person responsible has fled the Palace, perhaps even the city. This cannot be borne: I command you to locate the traitor Wasmeier and bring his body back to me!'

He waves one hand feebly, dismissing everyone except his daughter. The Characters will be praised by all major NPCs: the crisis seems to have done the Graf good. It looks like he has returned to his old self. Of course, there is still the matter of tracking Wasmeier down....

THE TRAITOR FLEES

Law Lord Karl-Heinz Wasmeier, Magister Magistri of the Cult of the Purple Hand, has decided to flee.

When things went wrong at the Palace, he had the option of staying in the hope that the attempt to assassinate Graf Boris was successful. However, at the back of his mind was the possibility that Brunhilde Klaglich had been captured, in which case his own identity might have already been revealed.

Wasmeier thus decided to quit the Palace and move to his town house; a much safer place, where he could start gathering information on events in the Palace and the city. Wasmeier reasons that if his own involvement has been discovered, a troop of armed guards will come after him, forcing him to flee. On the other hand, if the *Doppelgänger* succeeded and Klaglich was dead or free, then Wasmeier could resume his role of Law Lord once more with nobody the wiser.

WASMEIER'S APARTMENT

There is no incriminating evidence here apart from examples of the Law Lord's handwriting for comparison with the note sent to the *Hofflich-Doppelgänger*. An empty vial beside a small pile of ashes will be spotted on a successful **Hard (-20) Observe** Test: these are the remains of the potion and scroll Wasmeier used to make his escape.

THE GRAF'S COMMAND

The Characters have been instructed to deal with the traitor Wasmeier. They may be willing to do this, but they are faced with a few minor problems.

For a start, one or more may be wounded from encounters earlier in the evening. Deputy High Wizard Eberhauer can help with magical healing, and at the GM's option she may cast some protection Spells on the Characters as well.

If the Characters need any particular weapon or armour, assume that the Palace Guards can oblige by lending pieces of armour (chain mail only), hand weapons, and shields.

The final problem will be reaching Wasmeier's house, since in all probability none of the Characters will know where it is. Members of the Watch will escort them there.

Law Lord Ehrlich will give the party a Middenheim Seal that identifies them as important servants of the city, but apart from this no direct assistance will be forthcoming from either the military or the wizards.

The Watch is already at full stretch policing the Carnival. They fear that isolating Wasmeier's house may provoke a riot, if people are prevented from returning home, especially after a long day at the Carnival. Also, at the back of their minds is the possibility that the planned replacement of the Graf was merely a prelude for some kind of uprising or assault, for which they will need all the strength they can muster.

The wizards, on the other hand, are keen to get back to the Guild; Wasmeier was a trusted member of the Guild Council, and the spellcasters wish to begin checking up on any harm he may have caused there. At your option, an NPC such as Dieter or Rallane may volunteer to go with the party if they have befriended them earlier in the adventure.

WASMEIER'S TOWN HOUSE

This is situated in the Grafsmund-Nordgarten district. Map 5 shows its general layout. As might be expected, the house is solidly constructed and well-maintained; it is worth something in the region of 4,000 GCs. All the windows are shuttered and barred (T 3, D 6), and all external doors are bolted (T 4, D 10). Unless stated otherwise below, internal doors have no locks or bolts.

Side Garden

This is well-maintained, with a fine selection of plants. In particular, the area near the kitchen is well stocked with herbs. The back gate is locked, and is the only direct access through an archway in an 8-ft high wall (18" thick). There is a gravel path around the edge of the house and stable; it is raked daily by Hawk the gardener, and is noisy to walk on (-2 SL to **Stealth** Tests). During the night a dog belonging to the cook prowls in here, and will begin barking if disturbed.

Front Garden

One area is devoted entirely to richly-scented roses, and a climbing variety grows up a trellis attached to the stable wall. A large fish-pond contains about a dozen Two-bearded Mulus. The gate to the garden has substantial bolts, but is open. The path to the front door, like that in the garden, is made of gravel.

Hall

A sturdy front door leads to a stone-floored hall with fine hardwood panels on the walls. The front door has a large brass knocker in the shape of an open hand that can be heard throughout the house. Decorations in the hall include two suits of full plate armour, a number of impressive-looking two-handed weapons plus large paintings of country scenes. In winter time, the hearth will contain a blazing log fire.

One suit of armour will fit a character 5' 8" tall, of average build and weighing 140-150 pounds, while the other will fit a character 5' 11" tall, of heavy build and weighing 180-190 pounds. Both have been made for display rather than practical use, and despite their normal encumbrance they provide only 0/1 AP as if they were made of leather.

The weapons on the walls consist of two two-handed swords, one two-handed axe and one two-handed flail. Again, all are made for display, and suffer a penalty 1 of -10 to hit and -1 damage.

Library

This is very well-stocked with books on law, history, geography, and other dry, non-fictional subjects. The doors have locks (CR -20) but are unlocked. A highly-polished wooden floor fills the room with the smell of varnish.

Lounge

This room is thickly carpeted and draped in various hues of purple. Six plush armchairs take up a lot of the floor space, and by each is a small table. A cabinet on the south wall contains spirits, liqueurs and glasses, and beside stands a bookcase with some light reading: historical novels, collections of folk-tales, bestiaries, and such. A successful **Challenging (+0) Perception** Test will reveal that the bookcase is hinged, and forms a secret door to the stable.

Dining Room

The central area is given over to a fine oak table with chairs for a dozen people. The rest of the room has cabinets for silverware, glasses, fine Bretonnian porcelain, and so on: enough for a decent banquet. Fine, but faded, tapestries line the walls. The room has an exit onto a patio through a pair of glass doors (**TB 2, W 2**) which is locked (**D +20, SL 0**) and bolted on the inside, covered by heavy drapes.

Kitchen

A typical layout is seen here, with tiled walls and floor. The cook Swelt Tunger, keeps the place immaculately clean and very well stocked. The only (live) animal allowed in the place is his pet dog, Growler. Tunger has a small room off the kitchen. The door to this, like those to the cellar and garden, is generally locked (all **D +20, SL 0**). In addition, the kitchen door is bolted shut.

Cellar

Not shown on map. This is about 20-ft square, and has a small but fine collection of wine plus various foodstuffs in bulk: flour, sugar, cheese, and so on.

Stable

The north half of this building has two storeys, with the upper level being used as a hayloft. The place is also home to Hawk, who doubles as a gardener and stable-hand. A trapdoor and ladder lead from the hayloft to the stable area proper. Two fine warhorses, Thunder and Lightning, are kept here. The rest of the space to the south is taken over by tools, plants, etc., plus an unusual wagon (detailed below). The main double doors are kept secure by a thick wooden plank; the smaller north door is also locked. There are two secret doors leading from the house to the stable. These only work from triggers in the house, and cannot be opened from the stable side.

The Battle-Wagon

This four-wheeled wagon is normally covered by a tarpaulin. It measures 9' long and 4' wide; its base is 3' off the ground, and the wagon's sides are 3' high — except for the back side, which is 5' high, hinged at the bottom, and can be lowered when required.

The cart is special in a number of ways. All the wood has been treated to make it flame-proof; the sides have numerous small, sharp hooks that hamper anybody trying to clamber aboard, imposing a further **-20** to all **Athletics** and other relevant Tests. Vicious, 6-in spikes protrude at right angles all along the circumference of each wheel, and a lever near the driver causes 2-ft blades to spring out from the axle of each wheel. These blades (which do not rotate) and the spikes (which do) cause **1d6 + 2** damage to anybody who gets in the way of the moving wagon. The final feature is a false floor, metal-lined and packed with gunpowder — about 10 barrels worth in total! A ten-second fuse leads to a torch-holder on the driver's side. This makes the wagon a large travelling bomb: the reason for this will become apparent.

FOR GROGNARDS: THE BATTLE-WAGON

Grognard players will surely remember Wasmeier's battle-wagon, and they may send the Characters to his house prematurely in order to destroy it — and, perhaps, the house along with it. The grognard box 'The Villain' (page 41) presents various options for punishing players who target Wasmeier without collecting evidence, and it could be that the battle-wagon is in the house of another NPC altogether, leading to awkward questions when the Characters are caught breaking into the home of one of Middenheim's esteemed Law Lords.

Wherever the Characters find the battle-wagon, they may decide to destroy it before it can be used. If they have discovered that the body of the wagon is packed with gunpowder, all well and good: they will damage the house and possibly some neighbouring structures as well, but that is all within the scope of play. If they make the decision based purely on the players' memory, though, the GM is completely justified in visiting a range of embarrassing consequences upon them.

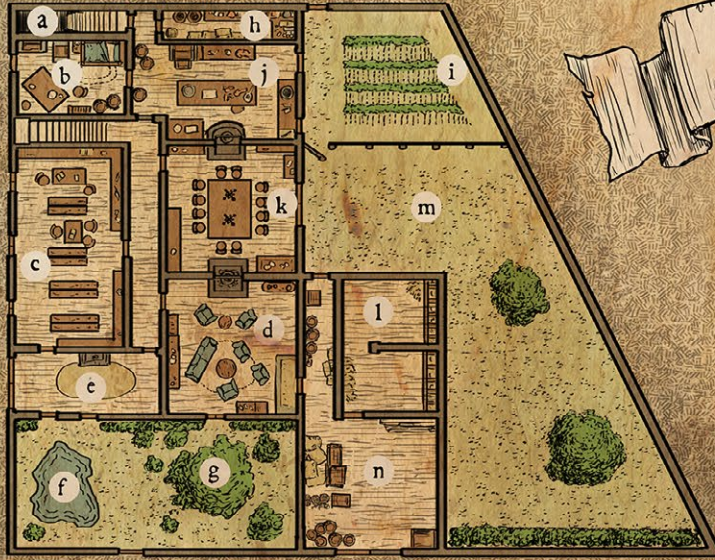
The fuse to ignite the bomb may not be where the players remember it being. Perhaps there is no fuse at all, and Wasmeier has cast a Spell which allows him to detonate the gunpowder with a command word.

Alternatively, there is an obvious fuse, and it fizzes convincingly for a few seconds — but then it either goes out or lights the nearest lamp on the wagon's body.

Perhaps the fuse lights one or more lamps as above, but it also detonates the powder. It simply does so after a delay of five or ten minutes: this is Wasmeier's estimate of how long it will take to drive from his home to the gates, but it is also just long enough for the Characters to light the fuse, run for cover, become curious that no explosion has taken place, and return to investigate.

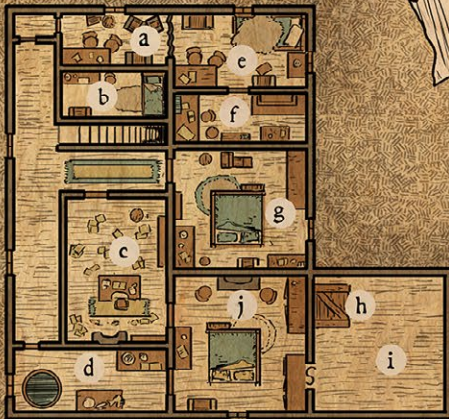


Map 5 Wasmier's Town House



Ground Floor

- a - To Cellar
- b - Swelt's Room
- c - Library
- d - Lounge
- e - Hall
- f - Pond
- g - Rose Garden
- h - Stores
- i - Herb Garden
- j - Kitchen
- k - Dining Room
- l - Stalls
- m - Garden
- n - Stable



First Floor

- a - Lurk's Room
- b - Gaston's Room
- c - Study
- d - Washroom
- e - Lurk's Bedroom
- f - Strong Room
- g - Guest Bedroom
- h - To Stable
- i - Hayloft
- j - Wasmeier's Bedroom



Landing

A large skylight (bolted shut) provides light here and the place is decorated with potted plants.

Washroom

This contains two sets of wash-basins, towels, etc., plus a garderobe shaft leading to the drains below. Both doors have bolts, and the eastern door is also locked (count as a *Normal Door* for **Pick Lock** Tests).

Study

Unlike the rest of the house, this room is decorated to Wasmeier's own personal tastes. The panelled walls are covered with various maps, royal lineages, historical timelines, and so forth. The floor is littered with various books, all concerned with Middenheim: history, law, religion, buildings, trade — every aspect of the city is covered. Wasmeier knows more about the city than anyone else alive. A huge throne-like chair of carved wood, surrounded by all the books, sits in the middle of the room. The Law Lord has long dreamed of power, and seated on the chair he developed his evil plan of conquest. Both doors are always locked (count as a *Secure Door* for **Pick Lock** Tests).

Bedroom

A four-poster bed dominates the centre of the room. The floor is littered with the remains of half-eaten meals. The place has a rotten smell about it. The only clean items are Wasmeier's clothes, which hang neatly in two huge wardrobes that cover the east wall. The south wardrobe has a false back, leading to the loft above the stable.

Guest Room

This is neatly furnished, and always clean and aired. A very fine full-length mirror is placed on the west wall (250 GCs).

Gaston's Room

The domestic operations of the house are run by the butler/valet Gaston. His room, despite being small, is exquisitely well-kept. Everything is in its correct place, and not a speck of dust can be found.

Lurk's Room

Two locked and bolted doors (count as *Normal Doors* for **Pick Lock** Tests) lead the way to the living quarters of Lurk — Wasmeier's one-man army. A drape covers the entrance to a nest of a place that Lurk uses for a bed. If anything, Lurk is even more untidy than Wasmeier in his eating habits.

The bedroom also contains Wasmeier's personal (count as a *Treasure Chest* for **Pick Lock** Tests) treasure chest. This holds coins to the value of 500 GCs and an equal worth of gems and jewellery, mostly obtained during his younger days as a Wizard. It also contains an enchanted amulet containing three *Great Fires of U'zbul* spells, which can be released one at a time by speaking a short trigger phrase inscribed on the back. Treat these spells as though they were cast with +5 SL. Along with this, an enchanted opal brooch containing the spell *Flight* (this works once and is cast automatically with +5 SL if the wearer falls more than 10 yds). Several grimoires and a sack of ingredients for all the spells he knows are in a separate compartment. Finally, it also houses Wasmeier's supply of poison: 3 doses of *Black Lotus*, 5 doses of *Mandrake Root*, and 7 doses of *Heartkill* (see **WFRP**, page 306).

Strong Room

The fortified door to this room has no less than three locks (count as a *Vault Door* for **Pick Lock** Tests). The only key to these locks is held by Lurk, although they are normally open.

The room contains all of Wasmeier's material connected with the Cult of the Purple Hand: names of members, codebook, past activities, biographies, and notes on all the major citizens of Middenheim. If the party has played earlier instalments of the **Enemy Within** campaign, there are also copies of letters to Kastor Lieberung. Note that Wasmeier has never met Lieberung personally, and will not recognise a Character who has been impersonating him.

Among the letters is an open envelope bearing markings of the Four Seasons mail Service from Altdorf which contains a letter addressed to Law Lord Wasmeier. This letter can be found on page 156.

There is also a small aviary that houses carrier pigeons used to send messages to Klaglich — a small secret hatchway in the external wall is used for this.

Lurk's job is to look after the pigeons and guard this room. At anyone attempting to gain access from the house, will have a barrel of flammable oil tipped over them. Then Lurk sets it alight with a lantern always left burning for this very purpose. He then locks the door and throws the key out of a window.



WASMEIER'S HENCHMEN

All these NPCs have keys to the parts of the house where they work, plus loose change to the value of 2–12 silver shillings. You should adjust their strength to suit the party.

SWELT TUNGER, COOK, AND BURGLAR

Although overweight, Swelt has retained most of his burgling Skills, except for squeezing into tight places. He will be very upset if any harm befalls his pet dog, Growler. Swelt never wears armour, and prefers his meat cleaver as a weapon.

SWELT TUNGER

HUMAN ARTISAN, FORMER THIEF (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	35	48	48	56	57	52	30	53	33	17

Traits: Weapon (Cleaver) +9

Skills: Athletics 77, Climb 58, Cool 63, Consume Alcohol 58, Dodge 73, Endurance 64, Evaluate 35, Intuition 66, Perception 66, Pick Lock 67, Stealth (Urban) 67, Trade (Cook) 62

Trappings: Hand Weapon (Cleaver - but honed to such a razor edge that it deals SB+5 damage), a set of lock picks.

GROWLER, GUARD DOG

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	-	20	20	35	30	-	15	10	15	5

Traits: Bestial, Night Vision, Skittish, Size (Small), Stride, Territorial (house and grounds), Trained (Guard, War), Weapon+5

GASTON, BUTLER, SCRIBE, AND TORTURER

At well over six and a half feet tall, Gaston originally hails from Bretonnia, his faintly accented Reikspeil granting him an air of class. He dresses in impeccable taste and behaves with perfect manners. He is compulsively tidy and utterly sadistic, wringing the last ounce of pain out of his victims before they die.

GASTON – HUMAN SERVANT, FORMER CLERK (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	32	40	38	28	47	33	38	38	44	13

Traits: Armour (Body, Head) 1, Weapons (Dagger +6, Whip +6)

Skills: Athletics 52, Charm 49, Climb 45, Consume Alcohol 46, Drive 61, Dodge 62, Endurance 48, Gamble 48, Gossip 49, Haggle 49, Intimidate 45, Intuition 38, Language (Bretonnian) 48, Lore (Torture) 58, Perception 38, Ranged (Entangling) 42, Stealth (Urban) 62

Talents: Beneath Notice, Read/Write

Trappings: Leather Jerkin and Skullcap, Dagger, Whip, Instruments of torture.

HAWK, GARDENER, AND POACHER

Of average height, with a slim build, Hawk returned home to find his family bankrupt and homeless due to corruption in the city's guilds. For revenge he turned to the Cult of the Purple Hand; he is aware that his master plans to overthrow the city — but not how or when. He uses his pet hawk to attack spellcasters and enemies with missile weapons.

HAWK – HUMAN SCOUT, FORMER HUNTER AND MENIAL (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	58	40	40	30	35	35	33	42	41	16

Traits: Armour (Body, Arms, Head) 2, Prejudice (Middenheim authorities), Weapon (Sword) +8, Ranged (Bow) +7

Skills: Animal Care 43, Animal Training (Hawk) 55, Athletics 45, Charm Animal 49, Climb 45, Drive 40, Dodge 45, Endurance 50, Lore (Beasts) 40, Melee (Basic) 45, Intuition 40, Outdoor Survival 40, Perception 40, Stealth (Rural 40, Urban 55), Ranged (Bow) 75

Talents: Accurate, Fast Shot, Hunters Eye, Night Vision, Rover

Trappings: Mail Coat and Mail Coif, Hand Weapon (Sword), Shield, Bow. Hidden in the hay-loft are 3 doses of Black Lotus and a man-trap (see below). The trap is not set.

MAN-TRAP

A man-trap consists of two spiked, semi-circular jaws that spring up when a victim steps on a pressure plate between them; they bite into the victim's lower leg causing severe injury, and can only be opened on a successful **Difficult (-10) Strength Test**. The trap is chained to a stake, driven into the ground nearby, so that its victim is effectively captured as well as wounded.

When it is placed, the GM should note the result of the **Set Trap Test**, and use it to oppose the **Perception Tests** of any potential victims.

Weapon	Price	Enc	Availability	Reach	Dam.	Qualities and Flaws
Man-trap	18/-	2	Common	Personal*	SB+4 (10)†	Fast, Penetrating, Entangle‡

* The trap is not wielded and can only attack someone who steps on it. There is no roll to hit — this is resolved using a **Set Trap Test** above.

† Leg hits only: equal chance of either leg unless circumstances dictate otherwise.

‡ If the trap was chained down, the victim is held in place until freed. If not, a hit causes one **Entangled Condition** because of its weight. This Condition can only be removed by freeing the victim from the trap.

SINISTRAL – HAWK

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
2	55	–	15	15	35	45	–	10	20	10	1

Traits: Bestial, Fly 100, Size (Little), Skittish, Trained (War), Weapon+3

Scratcher: If Sinistral scores a hit to the head, the opponent takes a *Blinded* Condition.

THUNDER AND LIGHTNING, WARHORSES

These vicious warhorses try to kick anybody who approaches, apart from Hawk and Wasmeier.

WARHORSES

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	25	–	45	35	15	30	–	10	10	10	22

Traits: Bestial, Size (Large), Skittish, Stride, Trained (Mount, War), Weapon+7

LURK, BODYGUARD

Tall and heavily built, Wasmeier recruited Lurk from a pit fighting ring several years ago. Despite having the intellect of a child, Lurk is a formidable warrior. He is proud to be the bodyguard of such an important man, but disappointed that he is never allowed to guard his master in public. Still, he is determined to keep Wasmeier's treasure safe, ensuring that it all burns if the house is attacked.

LURK – HUMAN PIT FIGHTER (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	51	36	53	47	58	38	33	21	28	28	19

Traits: Armour (Head, Body, and Arms 4, Legs 2), Weapon (Military Flail) +11

Skills: Athletics 53, Cool 38, Dodge 53, Endurance 57, Gamble 26, Intimidate 68, Melee (Basic 71, Brawling 66, Flail 71)

Talents: Dirty Fighter, Doomed (*Thou wilt discover there is no mercy stood near the seat of power*), Hardy, In-fighter, Combat Reflexes

Trappings: Mail Coat, Chausses, and Coif, a Breastplate, Helm, and Bracers, and a Military Flail. He wears the armour at all times except when asleep.

THE LAW LORD WAITS

As soon as he arrives at the house, Wasmeier will instruct his henchman to prepare for an attack. Remember, he may still be invisible due to the effects of the potion. All the staff will don armour and prepare weapons. Meanwhile, Wasmeier will get his magic items, spell ingredients, poisons, and gems from the chest in Lurk's room. Lurk will load the chest (and money) onto the battle-wagon, and then return to the secret room ready to destroy the contents if the house is attacked. The bodyguard places Wasmeier's spell books in a haversack on his back.

The remaining staff are also busy themselves with their assigned tasks:

Swelt will stoke up the kitchen fire so that he can sling a shovel-full of hot coals at an opponent. Treat this as an attack using Swelt's BS, with a range of 6 yards, doing 9 Damage and inflicting SL+1 *Ablaze* Conditions; the attack also has the Blast 1 and Distract weapon qualities. Growler will be let out to patrol the garden area.

Hawk hitches the horses to the battle-wagon and prepares for a getaway. He sets his man-trap by the back stable door, covering it with straw and coating each of the jaws with a dose of Black Lotus. The third dose is used to coat his rapier.

Gaston waits in the lounge with Wasmeier, who by now has a sword coated with Black Lotus. Wasmeier casts any spells the GM deems appropriate in preparation for the coming fights. At the first sign of trouble, he flees to the stable: his henchmen each have one turn to reach the stable before he leaves on the battle-wagon. If dawn approaches, and no one has come to the house, he leaves anyway.

The battle-wagon is built to be defended, and tactics will depend on just who managed to reach it in time. The rear side gives excellent cover against missiles from any pursuer, and the money may be used to cover its escape, with Wasmeier scattering gold behind the wagon so that any pursuers have to make their way through the resulting crowds. Wasmeier will head for the south gate, and once there will light the fuse and run for cover. The gates do not withstand the explosion and in the confusion Wasmeier and any henchmen will be able to get out of the city.

The Characters will probably not have any horses but, as fate would have it, four mounted Watch members on crowd patrol approach the house soon after the battle-wagon left. Using the City Seal, the party can requisition the horses and go after Wasmeier. They will arrive at the south gate ideally just after the explosion.

WASMEIER AT BAY

As the party emerges through the smoke and rubble of the ruined gate, they will see Wasmeier about 50 yd away, standing alone in the roadway with any henchmen a few yards behind him. As the party approaches, the Law Lord will raise both arms aloft and utter a magical word of command — as one of the Inner Council of Wizards, he has access to the magical means of destroying the viaduct.

With a huge cracking noise, a split will appear in the viaduct at his feet, spreading rapidly towards the city. Characters on the viaduct have two choices: run back or run forward. A 48-yd length of viaduct is affected, beginning at Wasmeier's feet and travelling away from him. The section of viaduct takes one round to collapse fully, and if a Character is still in the area at the end of the round, they face a fatal 500-ft (167-yd) drop to the base of the Fauschlag rock.

If anyone reaches Wasmeier, he fights to the death. If the combat does not go his way, he runs to the side of the viaduct and leaps over the edge. The Characters see him fall into darkness, but unknown to them, Wasmeier's Opal Brooch gives him the power of flight. On the other hand, if Wasmeier defeats the party he heads towards the toll-gate at the other end of the viaduct. Using his natural authority as a Law Lord (since these guards know nothing of events in the city), he can order the gate to be opened to allow him through. In either case, Karl-Heinz Wasmeier will escape into the night, never to be seen or heard of again — at least not in the guise of a Law Lord of Middenheim.

CONCLUSION

The villain has been exposed and the plot has been thwarted. Although he may have escaped, and a city gate and viaduct may have been devastated in the process, it is clear that the cult of the Purple Hand in Middenheim has suffered a terrible blow. The Watch take time to process documents found in Wasmeier's house, and in the coming weeks raids in search of any remaining cultists intensify. Wasmeier, assuming he has survived the climax of the adventure, is licking his wounds and wondering how to inveigle himself back into society. Whilst he is a depraved follower of Tzeentch he has no desire to freeze and die in a northern wasteland - using the powers of Chaos to make himself comfortable within the echelons of Imperial power and majesty was the plan, after all. Many Purple Hand henchmen will be slain, and the Ordo Terribilis gutted, but the other two Ordos in Middenheim go to ground and weather the initial witch hunts. The Purple Hand through the rest of the Empire are unphased — indeed many of hear of Wasmeier's failure will smirk at his failed ambition and continue on their own plans, which will soon bear fruit.

It is with a well-deserved sense of achievement, then, that the Characters return to the Palace to make their report. The Graf is clearly in their debt, and though the gratitude of royalty is fleeting, the immediate future holds the promise of great reward. When the Characters return from their attempt to apprehend Wasmeier they are met by a clearly impressed Ulrich Schutzmann (if Schutzmann has been killed or compromised during the adventure one of the other Midden Marshals or Dieter Schmiedehammer steps in). He shows concern for their wellbeing and sends for medical assistance if any of them are badly hurt. He suggests that they get some rest and refreshment and meet him the next afternoon at the *Laughing Jackass* so that he can debrief them. On a **Difficult (-10) Intuition Test** the Characters may get the impression that he is feeling guilty.



THE DEBRIEF

The next morning Schutzmann meets the Characters and ensures that they are provided with refreshments before launching into a prolonged and exhaustive interrogation them about their time in Middenheim. You may describe much of this in the abstract, but put each of the following questions to at least one of the Characters in turn, giving all a chance to answer at least one query — Schutzmann will be comparing their stories, after all.

- ☠ Who the Characters are and where have they come from?
- ☠ How did they come to know about the Purple Hand?
- ☠ What is their experience with the Purple Hand, and what do they know of the cult's organisation and activities.
- ☠ Given that Wasmeier's body is yet to be recovered do they have any idea what may have become of him and where he may have gone?
- ☠ Do the following terms mean anything to the Characters: 'Ordo Terribilis', 'Ordo Novitiae', 'Ordo Impedimentae', 'Magister Magistri', and 'The Nuln Cell?' Schutzmann's officers have made some progress in decoding Wasmeier's notes and journals, which is where Schutzmann learned the terms.

FLIPPING THE SCRIPT

Curious Characters will have their own questions for Schutzmann, some of which have been anticipated below. Schutzmann is pleased with their efforts in defence of the city, and will attempt to answer most reasonable questions.

- ☠ If the characters show Schutzmann the letter they found in Wasmeier's house he will look at it for a few seconds before explaining that the letter uses one of the groups easier codes, and can be deciphered by reading the letters after every underlined letter.
- ☠ If the Characters bring up the von Wittgensteins Schutzmann listens respectfully, but warns against the repetition of unsubstantiated slanders against Reikland nobility.
- ☠ If they mention Gotthard Wallenstein, he assures the Character's that his agents will look into it.
- ☠ If he knows anything about their encounters with Skaven he will take as much information as he can. He is sceptical, as many Middenheimers are, that a breed of rat-headed Beastmen exist as anything other than rare aberrations. He finds the notion that they pose an existential threat to Middenheim ridiculous, but as long as the Characters make a sincere report he records their account.

The Offer

Schutzmann has a good feeling about the Characters, but he does warn them that enemies of Middenheim might derive aid and comfort from finding out about the indiscretions or oversights of members of Middenheim's ruling class. He suggests that, as capable and resourceful investigators, the Characters enter into an agreement with him. Provided they remain discrete, and provided they are willing to help him carefully investigate the the threat that the Purple Hand or the Skaven pose to Middenheim, he is willing to put certain material resources of the city watch at their disposal.

Should they think to ask, the Characters will be provided with whatever non-magical equipment, weaponry or armour they might want. Accomodation at one of Middenheim's finer hostelries is arranged, and a payment of 1 Gold Crown a week will be made to each Character. He can be haggled up to 1 GC 6/- a week, though this lowers his opinion of the Characters.

If a Character has earned a position as Champion to the Graf due to vanquishing Dieter during the carnival Schutzmann points out that the two roles are complementary. Indeed, it would be in the spirit of the Graf's Champion to defy threats to Middenheim in this way as long as the Graf has no particular duties he wishes his Champion to perform.

CONSEQUENCES OF CARNIVAL WEEK

Middenheim's high society has been through a dramatic week. The trauma of discovering that one of the city's chief legislators and trusted courtiers almost usurped the throne in the name of a Ruinous Power inspires both anger and introspection.

Almost immediately Ar-Ulric Jarrick Valgeir resigns and undertakes a lone pilgrimage to the far and freezing north. He never returns. His older brother, Emil Valgeir, takes on the mantle of Ar-Ulric. He is notably more proactive in the promotion of Ulrican values than Jarrick, and hardline Ulrican rhetoric is openly proclaimed from the pulpit of the High Temple. Due to his elevation Emil can no longer act as Grand Master of Middenheim's Order of the White Wolf, and a grizzled campaigner named Rein Volkhard is takes his place.

Reiner Ehrlich also retires. Replacements for the three Law Lords are drawn from senior clerks at the Worshipful Guild of Legalists, Eberhardt Richter, Erich Kalzbad, and Hannes Brucker. They are sincere, solemn and rather tedious men who take great pains to avoid political entanglements.

Josef Sparsum manages to retain his position as Chancellor following a severe reprimand and orders to seek treatment for his addiction and collaborate in a constructive and respectful way on projects managed by Janna Eberhauer.

Dieter Schmiedehammer, if he retains his title as Champion, soon comes to an agreement with the Graf to take on a suitable protégé and train them to replace him. The new champion is chosen from those who gave Dieter a hard fight during the carnival, and may well be one of the Characters. He and Kirsten Jung are swiftly married. Dieter may occasionally utter strange opinions on taxation if his hypnosis has not been treated.

After retiring from her courtly duties for a short while Emmanuelle Schlagen leaves Middenheim for Altdorf. She tells anyone who questions her decision that she wishes to make a return to the stage, and regards Altdorf's theatrical scene as a promising prospect.

Baron Stefan Todbringer continues to require the care of physicians. Luigi Pavarotti, provided he has not too thoroughly disgraced himself, remains a valued courtier in the eyes of most of Middenheim's high society.

Baron Heinrich Todbringer remains in Wolfenburg. Rumours suggest that whilst his input is having a moderating effect on tensions between Ostland and Talabecland, he is just delaying the onset of hostilities rather than preventing them.

Graf Boris Todbringer becomes increasingly active and engaged, gradually returning to his old self. He takes up hunting again, and there is talk that he has turned one eye toward the military adventuring he was famed for in his youth.

'Princess' Katarina seems to have been shocked out of her complacency due to the events of carnival week. The court is abuzz with gossip of how she is far more willing to exercise her influence than before. If the Characters encounter her they find her to be distinctly more confident and curious in her manner.

Courtly life being what it is, not everyone is wholly pleased with these developments, but the general mood is one of revitalisation and optimism.

The Characters are acknowledged for the part they have had to play, even if much of it remains a secret. While in Middenheim, the Characters' Status becomes 3 higher than it would otherwise be (so Silver 4 becomes Gold 2, for example), and the Characters are made welcome at the court by those who know of their services to the Graf and Middenheim.

While no impressive sums of gold or lavish titles are offered in reward, it should not take much for clever Characters to turn their new found status to their advantage. As long as this is done with discretion and respect, few at the court will complain.

PREPARING FOR THE HORNEDED RAT

The next instalment of **The Enemy Within** is **The Horned Rat**. The events of this adventure can occur directly after the resolution of **Power Behind the Throne** (and this will be easier for GMs to manage), but they can also occur after a period of respite for the Characters.

The Horned Rat deals with the results of Wasmeier's cooperation with Skaven. Certain of these creatures are developing an understanding of Dagmar von Wittgenstein's insights into the movements of Morrslieb (see **Death on the Reik** for more information about Dagmar's research) and intend to put this understanding to use.

In order for the remaining parts of **The Enemy Within** campaign to progress smoothly you ought to keep the following things in mind.

REQUIREMENTS

While some creativity will allow a canny GM to continue with **The Enemy Within** in most eventualities, certain outcomes are strongly recommended, and you should try to ensure the following remains true once the Carnival has drawn to a close.

Karl-Heinz Wasmeier still lives, and lies low in a hidden Drakwald lair for the time being.

The Characters remain in the vicinity of Middenheim, and on good terms with at least some of the major NPCs.

Whilst many low-ranking members of the Purple Hand are caught and killed, Senior Cult Magi Gottfried Jarmund and Erich Kalzbad keep their heads low and remain undiscovered.

Purple Hand cells in other parts of the Old World, whilst suspected, are not uncovered.

Whilst evidence of Skaven activity may be found, they remain a plausibly deniable menace to the city. The attack on the Templar's Arms by Snikkit's warband and the willingness to cooperate with humans in the kidnapping of Reya Ehrlich are aberrations that confuse even those who know of the Skaven.

The Skaven lair of Under-Middenheim (see **Middenheim: City of the White Wolf**) remains undiscovered deep beneath the city.

Graf Boris Todbringer and his family remain alive.

The political situation of the Empire at large remains tense. Minor border skirmishes and private wars between noble houses break out, and protests at the Emperor's mutant edict or his takeover of Ubersreik grow heated. Nordlander separatists becomes common in the streets and taverns of Middenheim, and Ulrican disdain for Sigmarite values becomes increasingly vocal. Ostland's grievances with Talabecland remain unresolved, and a general sense of growing disquiet pervades the lives of folk all over the Empire.

RECOMMENDED, BUT NOT ESSENTIAL

Gotthard Wallenstein is either still at large, or imprisoned awaiting trial.

Grand Vizier Bahr of the Ordo Terribilis (see **Middenheim: City of the White Wolf**) remains at large, or at least alive.

The Kastor Lieberung double lives and remains an active Character. Failing this, at least some associates of the Kastor Lieberung double live and remain active Characters.

APPENDIX I

NPC SUMMARY SHEETS



THE CHANCELLOR: JOSEF SPARSAM

Josef Sparsam is the Chancellor of Middenheim. He is one of the Graf's closest advisors. He is in charge of the Middenheim Treasury and all tax officials. He is in his late middle age, tall with a slender build. His eyes are light brown, almost amber, and his hair is grey, receding from the temples to leave a pronounced widow's peak. Sparsam is a reticent and taciturn man who walks with a slight limp. He dresses inconspicuously in deep-blue or dark-brown robes. He restricts himself to a modest wolf's head as his only badge of office. He is introverted and anxious, polite but devoid of humour or gaiety. He dreads the social events he must sometimes attend, but he is honest, honourable, and loyal to his few friends. He is renowned as an enthusiastic collector of antique art, pottery and coinage, this is his only interest outside his work. Sparsam has an unfortunate addiction to Ranald's Delight (WFRP, page 306), which he must take 2–5 times each day. This makes him loud, obnoxious, and sometimes vulgar. A successful **Challenging Test** against **Intelligence**, **Lore (Medicine)**, or **Trade (Apothecary or Poisoner)** suggests that he is under the influence.

JOSEF SPARSAM CHANCELLOR, FORMER BARRISTER (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	28	30	51	54	51	50	68	37	38	16

Skills: Bribery 58, Charm 63, Consume Alcohol 56, Cool 55, Endurance 71, Evaluate 91, Gamble 73, Gossip 61, Haggle 58, Intuition 59, Language (Classical 88), Leadership 43, Lore (Heraldry 88, Law 93, Middenheim 88, Politics 88, Theology 83), Perception 74, Research 83

Talents: Argumentative, Cat-tongued, Doomed (*Your nose leads you to trouble*), Etiquette (Guilders, Nobles, Scholars), Read/Write, Savvy, Super Numerate, Supportive 2

Possessions: Fine Clothes, Seal of his Office, 1d10 doses of Ranald's Delight, 3d10 Gold Crowns

ROLE

In charge of the Middenheim Treasury and all tax officials, Sparsam has moderate influence on Graf Boris (2 votes).

LOCATIONS

Sparsam lives in the Palace, and is not easy to approach. Finding a pretext for an appointment requires ingenuity: the Characters could try posing as wealthy merchants or antique dealers.

REACTIONS

Females: +10 to all **Fellowship** Tests when Sparsam is under the influence, –10 when not intoxicated. Sparsam is normally timid with anyone he finds attractive.

Academics: Characters whose Intelligence exceeds 40 may use this instead of their Fellowship score adding the advances from any appropriate social skill. Sparsam values intelligence.

Dwarfs: –10 to all **Fellowship** Tests. Sparsam is apprehensive about their reaction to the tax changes.

KNOWLEDGE

Sparsam knows the political system well, but is not a good judge of people. He can be helpful to Characters in matters of protocol, explain how to reach other NPCs, and may provide a crucial pass to the Inner Palace.

MISCONCEPTIONS

Sparsam believes that Pavarotti has no influence on Graf Boris. This is only wishful thinking.

GOALS

Sparsam's main goal is to maximise public funds: the tax changes seemed good until he saw the reactions of those affected. He would try to repeal the laws — if he were not being blackmailed (see *Deadly Secret: A Powder Problem*, page 115). He collects antiques and enjoys discussing them with other enthusiasts.

THE OTHER NPCs

Dieter Schmiedehammer — Champion: Indifferent; hardly knows him.

Rallane Lafarel — Minstrel: Indifferent; hardly knows him

Katarina Todbringer — ‘Princess’: When forced to interact with her he is awkward but flattering. He knows that she does not like him. Secretly he thinks she is vacuous and dull.

Hildegard Zimmerlich — Chaperone: Fears her malice, and worries that her gossip-mongering might create social traps for him. Their mutual detestation is irrational, but they can hardly conceal it.

The Midden Marshals: No particular personal feelings. The military always want more money, of course, and Sparsam moans about this at length.

The Wizards: Normally has no dealings with them, but recently had to endure the wrath of Deputy High Wizard Janna Eberhauer about the Scroll Tax. Having taken a dose of stimulant to fortify himself for the meeting, Sparsam made an ill-judged advance for which the enraged magician threatened to turn him into a rat. He is now terrified of her, and highly apprehensive of High Wizard Albrecht Helseher.

High Priest Ar-Ulric: Dislikes him. He has noticed the High Priest’s agitation, and thinks Ar-Ulric may share his addiction. Sparsam has occasional paranoid fantasies about this sort.

Emmanuelle Schlagen — Paramour: Thinks she is frivolous, and knows she makes sarcastic jokes behind his back. He has been dreaming up a jewellery tax in revenge. Does not know that she is Graf Boris’s paramour, nor is he aware of her affair with Ar-Ulric.

Ladies at Court: Also frivolous. Sparsam resents their allowance from the Treasury (300 Crowns per year, though he will never disclose this). The exception is the icy Natasha Sinnlich, for whom he is developing a hopeless and somewhat pathetic affection. He made intoxicated advances to Petra Liebkosen at a recent feast, but remembers nothing of it.

Siegfried Prunkvoll — Knight Eternal: Knows him slightly through their shared interest in antiques. Thinks he is a fool, but respects him as a symbol of strong, lawful authority. At least he isn’t frivolous.

Allavandrel Fanmaris — Master of the Hunt: Allavandrel has always been kind to the Chancellor, rescuing him from many painful conversations at the social functions Sparsam dreads. Sparsam is not one to express affection openly, but he is glad that the Elf is around.

Gothard Wallenstein — Komission Convenor: Admires him for his tireless and persuasive advocacy of merchants’ interests. They have sherry now and then, and discuss trade. He regards Wallenstein as ‘a stout fellow,’ and knows nothing of his connection with the Chaos Cult of the Jade Sceptre.

Luigi Pavarotti — Baronial Physician: Embarrassed and disturbed by his impulsive forthrightness, and thinks him ‘a thoroughly bad lot’. However, his mild fear of the man means he will not express his opinion unless certain that Pavarotti will not hear of it.

The Law Lords: Considers all three to be ‘intelligent chaps’. Works closely with them to plan and draft laws relating to the city’s finances.

DEADLY SECRET: A POWDER PROBLEM

About ten months ago, the Chancellor saw Law Lord Wasmeier inhaling a white powder. Saying it was a simple tonic, Wasmeier offered some to Sparsam, who found its effects beneficial. Wasmeier introduced him to ‘Frau Kenner’ (see page 98), who has kept him supplied with it since then. Unknown to the Chancellor, the doses he received were spiced with some highly-addictive extras. When Sparsam became worried, Wasmeier waved his concerns away, saying that Ranald’s Delight was completely non-addictive unless abused. This astute reply played on Sparsam’s puritanical character, and the guilt-ridden Chancellor is now convinced that his own moral weakness created the problem.

Initially in favour of the tax changes, Sparsam changed his mind at the first demonstrations, but as soon as he voiced his concerns, Frau Kenner told him that her supply depended on his continued support of the taxes. If challenged, Sparsam will either leave or have the Characters thrown out, but he will be grateful for a friendly, sympathetic ear. If questioned gently, Sparsam will eventually break down: between sobs, he expresses guilt over his addiction, and the trouble he has caused by supporting the taxes. If the Characters have not offered to do so already, Sparsam will implore them to help him.

All Sparsam knows about Frau Kenner is that she visits him once a week, the next visit is due on the last day of the Carnival. He describes her as ‘about 30, 5 and a half feet tall, with long blonde hair.’ Sparsam will also inform the Characters that he gave her a pass to the Inner Palace.

A NOTE ON POSSESSIONS

Most of these NPCs are incredibly wealthy and well connected. They are also clever enough to know that they cannot go out and about in Middenheim draped in jewellery or carrying a bulging purse without attracting undue negative attention. The possessions here reflect what the NPCs typically carry on them at court or during public appearances where they are assured of security, such as Carnival events.



THE GRAF'S CHAMPION: DIETER SCHMIEDEHAMMER

Dieter Schmiedehammer is Graf Boris's champion. Noblemen in Middenheim used to keep champions to spare them the indignity of trial by combat. But these days a champion is a mere status symbol that nobles are expected to maintain, so the position is largely an honorary one. Dieter, the current champion, is an open and friendly man in his early 30s, tall and muscular. He has auburn hair, green-hazel eyes, and a broken nose. Dieter is bright for a warrior type, and is well-disposed toward all worthy aspiring warriors. He is chivalrous, well-mannered, and surprisingly softly-spoken (except when slightly drunk, and he never gets more drunk than slightly). He is scrupulously honest, and never acts in an underhanded manner. Rare in the Old World, Dieter is a truly decent human being.

A CHAMPION FIGHTER

Dieter is an accomplished duelist, and the GM should take some time to familiarise themselves with the effects of his many Talents, especially if one of the Characters decides to challenge him for the position of Graf's Champion (page 73).

DIETER SCHMIEDEHAMMER JUDICIAL CHAMPION (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	63	52	63	48	63	50	30	39	55	38	19

Traits: Armour (Head, Arms, Body) 2, Shield 2, Weapon (Hand Weapon +12, Zweihander +13)

Skills: Athletics 83, Charm 53, Consume Alcohol 58, Cool 83, Dodge 75, Endurance 68, Gamble 54, Gossip 51, Heal 59, Intimidate 73, Intuition 82, Language (Classical 44), Leadership 53, Lore (Middenheim 42), Melee (Basic 93, Fencing 83, Parry 83), Perception 83

Talents: Beat Blade, Carouser, Combat Master, Combat Reflexes, Disarm, Distract, Doomed (*Poor soldier, despite all your charms, whilst you sleep they'll remove your arms*), Etiquette (Nobles), Feint, Iron Jaw, Reaction Strike, Riposte, Savvy, Step Aside, Strike Mighty Blow 2, Strike to Stun, Very Strong, Warrior Born

Possessions: Fine quality Mail Coat, ready access to a small arsenal of arms of which his signature weapon is a fine quality Zweihander, purse containing coins to a value of 3 crowns.

ROLE

The position of Graf's Champion is a purely honorary one. Dieter moves in high society because of what, not who, he is, but Graf Boris has always liked him, and he has modest influence (1 vote).

LOCATIONS

Dieter is an easily accessible NPC. The easiest way of meeting the champion is to challenge him (see page 73), but he attends many other events, and is often to be found wandering around markets, attending performances, etc. His carousing is limited by his need to be fighting fit on most mornings, when he may have to defend his title as the Graf's Champion.

REACTIONS

Dwarfs: +5 to all **Fellowship** Tests. Dieter regards them as doughty fighters, worthy of respect.

Warriors: +10 to all **Fellowship** Tests made by Gold-status characters with at least one completed Warrior Career level.

KNOWLEDGE

Dieter and Kirsten Jung are engaged, they discuss people and events (which is how Dieter knows the latest gossip from the Ladies at Court). Also, Dieter has been hypnotised (see below) into speaking out in favour of the tax changes. In addition, Dieter remembers Rallane the Minstrel enthusing about the Dwarf Tax.

MISCONCEPTIONS

Dieter thinks that the Midden Marshals have more influence with the Graf than they actually do; this is because his own conversations with the Graf — before his decline — have mostly been about military matters.

GOALS

Dieter's main goal is to marry his fiancée, Kirsten Jung of the Ladies at Court. He plans to settle down as a blacksmith and horse-trader, have a family, and live a comfortable but quiet life. He will not miss high society with its gossip and back-biting, so the Characters must appeal to his sense of injustice and hatred of corruption if they wish to draw him into the developing intrigues.

Dieter has been hypnotised to express enthusiasm for all of the tax changes if asked. **Note:** This contradicts his expressed admiration for Dwarfs, which — along with his parrot-like repetition of the responses he has been taught under hypnosis — may arouse suspicion.

THE OTHER NPCs

Josef Sparsam — Chancellor: Indifferent; hardly knows him.

Rallane Lafarel — Minstrel: A good friend and drinking companion. Dieter has a fondness for music. He tries to cheer Rallane up when needed, and commiserates with him when the Elf has had another of his unfortunate affairs. The two often go drinking with Allavandrel, Master of the Hunt.

Katarina Todbringer — 'Princess': Very correct in his behaviour towards her. They do not meet often. He likes her, but thinks she is not too bright. Nonetheless, he will be slightly jealous of anyone who wins her affections, although he will try not to show it.

Hildegard Zimmerlich — Chaperone: He is oddly fond of the old dragon. He is highly chivalrous towards her, gently teasing her formality in ways that make her smile. He knows she loves her charge, and that she has made many sacrifices for the Todbringer family over the years.

The Midden Marshals: Dieter has friends in the military, but not in high places; he has trained many of those rising to prominence, and has good connections with them. He rarely meets the Marshals, but is sure they are honest and capable.

The Wizards: No dealings with them.

High Priest Ar-Ulric: Knows him only indirectly, through court functions. While a few warrior friends revere Ulric, Dieter is not especially religious; he respects the title, but does not know the man.

Emmanuelle Schlagen — Paramour: He has escorted her to court functions in past years (as is the case with all the Ladies at Court) and likes her. He does not know of her relationships with Graf Boris or Ar-Ulric.

Ladies at Court: He is engaged to Kirsten Jung, and is wholly committed to her. He has often escorted all of the three Ladies at Court and likes them all; he won't hear a word against them.

Siegfried Prunkvoll — Knight Eternal: Thinks he is pompous and not much of a warrior, but won't readily admit this in conversation. Defends him against criticism with equivocal excuses, but tries to avoid him.

Allavandrel Fanmaris — Master of the Hunt: Good friends. They enjoy friendly competitions, jousting, and archery, and often attend Carnival Week events together, often with Kirsten and/or Rallane Lafarel. Dieter worries that Allavandrel can sometimes be impulsive.

Gotthard Wallenstein — Kommission Convenor: Wallenstein swindled Dieter over a pair of horses two months ago; he could not prove anything, and this still annoys him. Dieter remains convinced that Wallenstein is corrupt.

Luigi Pavarotti — Baronial Physician: Knows him only by reputation: so strong opinions, but suspects he may be a quack, using Baron Stefan's condition to advance his own social status.

The Law Lords: Dieter has very few dealings with them, although he thinks them able enough people. He feels sorry for the painfully shy Reiner Ehrlich, but he has no particular feelings about the other two.

DEADLY SECRET: HYPNOTISED!

While out drinking two months ago, Dieter found himself alone with a pretty woman who called herself Charlotte (actually a heavily disguised Brunhilde Klaglich — see page 96). As the two sat in a secluded tavern booth, she hypnotised him. Ever since then, Dieter repeats one of the following lines whenever the subject of taxes comes up:

'I think the Temple Tax is a good idea. Those priests have been stacking up gold for years. Look at the Temples!'

'Everyone knows the Wizards have chests of gold put away, and the Alchemists actually make the stuff!'

'Dwarfs are thrifty people, very good with gold. They can afford to pay a little more.'

'The city needs the money, and those who can pay should pay.'

'Not the taxes again! Let's talk about something else. What did you do yesterday?'

No matter how many times these phrases are repeated, Dieter's tone does not vary in the slightest.

If the Characters can undo the hypnosis (see *You Are Feeling Sleepy...*, page 87), they will gain an ally with some influence. Alternatively, one of them might defeat Dieter in combat to replace him as the Graf's Champion (see page 38).



THE COURT MINSTREL: RALLANE LAFAREL

Rallane Lafarel is minstrel in residence at Middenheim's royal court. His main function is to entertain the members of the court and their guests, singing, playing and reciting. He is a 96-year-old Elf, and looks about 30 years old in Human terms. He has a typically Elven frame, fairly tall with a slender, willowy build. His hair is a silvery ash-blonde, and his eyes are pale green like new leaves. He dresses in flamboyant but tasteful silks and velvets, some with fur trims. He is fastidious both about his own appearance and that of others. Rallane is a friendly Elf, and treats his job at the palace with obvious relish. Always quick with an apt line or a courtly turn of phrase, he has a keen sense of humour, and is almost compulsively likeable. He is an incurable romantic, and enjoys nothing more than a discreet liaison with a beautiful woman – he knows that he is charming and enjoys every minute of courtly flirtation.

RALLANE LAFAREL – TROUBADOUR (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	61	62	30	55	52	65	69	41	41	63	17

Traits: Prejudice (Dwarfs)

Skills: Athletics 68, Charm 88, Entertain (Sing) 93, Gossip 83, Haggle 83, Language (Eltharin) 66, Melee (Basic) 74, Outdoor Survival 46, Perception 75, Perform (Dancing) 85, Play (Lute 89, Violin 84), Ranged (Bow) 65, Sleight of Hand 89

Talents: Acute Sense, Attractive, Blather, Etiquette (Nobles), Hardy, Jump Up, Mimic, Night Vision, Perfect Pitch, Public Speaking, Read/Write, Rover, Suave

Possessions: Fine quality court clothing, fine quality lute, purse containing coins to a value of 1 crown and some spare strings.

ROLE

As Court Minstrel, Rallane sings and jests for Graf Boris and his entourage, privately and at court functions. He has modest influence (1 vote).

LOCATIONS

Rallane lives in the Outer Palace (see Map 4), where his house is always open to visitors. He visits numerous Carnival events, and is much in demand at private functions. He may play at high-class hostelrys (on a whim, or for a fee), and has been known to perform impromptu in the parks. The Characters might also find him being chased through the streets by an irate group of Dwarfs, who pelt him with garbage: they can win his gratitude by helping him out. In short, a very accessible NPC.

REACTIONS

Females, Elves: +10 to all **Fellowship** Tests (+15 for a female Elf).

Dwarfs: -15 to all **Fellowship** Tests. Rallane finds them crude.

KNOWLEDGE

Rallane is one of the few NPCs who knows that Emmanuelle Schlagen is the Graf's paramour. He also suspects that she is having an affair with Ar-Ulric; he saw signs of a romance some six months ago, and signs of tension more recently. Initially, he put this down to guilt on the part of Ar-Ulric, but recently Rallane has sensed that all is not well at court, and he wonders if the Priest's behaviour is connected in any way.

He is puzzled about Dieter Schmiedehammer's speeches in favour of the Dwarf Tax. If the Characters have established cordial relations with Dieter as well, he may subtly question them to find out whether they too have noticed the incongruity of Dieter liking this tax when he admires Dwarfs.

Rallane has many useful contacts, and knows Middenheim very well. His intuitive feeling that something is amiss may help spur the Characters into action.

MISCONCEPTIONS

Thinks, wrongly, that Allavandrel, the Master of the Hunt, has influence with Graf Boris. Once, when depressed following a romantic setback, Rallane told Allavandrel that he was glad that the two of them were close to the Graf; Allavandrel chose not to depress him further by telling him the truth.

GOALS

Rallane likes the Dwarf Tax, and is neutral towards the others. However, it is rumoured (especially among the city's Dwarfs) that it was Rallane who first suggested the Dwarf Tax. Although he is too proud, and dislikes Dwarfs too much, to deny it to the Characters (at least initially), Rallane is unhappy about this, and would like to clear his name.

He realises that the taxes are socially divisive and, increasingly convinced that all is not well in Middenheim, he fears that worse may be on the way. He wants to find out what is wrong and try to put it right, and he is willing to help the Characters do so.

He has no purely personal goals (apart from keeping his job, which he likes), but he might easily become fond of any female Character with a half-way decent Fellowship score, and an easygoing manner.

THE OTHER NPCs

Josef Sparsam — Chancellor: Hardly knows him. Dislikes his formality, has not noticed any odd behaviour, and does not suspect his addiction.

Dieter Schmiedehammer — Champion: Long-time friend and drinking companion. He thinks Dieter and Kirsten Jung make an excellent couple, but fears that their marriage might stop Dieter carousing with him. Puzzled by Dieter's espousal of the Dwarf Tax, but has not pressed the issue. Will not say anything which might cast any suspicion on Dieter.

Katarina Todbringer — 'Princess': Hopeless infatuation: Rallane knows that no Elf could marry into the Todbringer family for myriad reasons, but he still entertains the occasional romantic fantasy. He sees her fairly often, and sometimes plays music in her chambers.

Hildegard Zimmerlich — Chaperone: Dislikes the 'crabby old harridan,' but grudgingly admires her selfless devotion to her charge.

The Midden Marshals: Does not know them. Suspects that Emmanuelle Schlagen, the Graf's current paramour, had a lover within the higher echelons of the military before she became involved with Graf Boris, but does not know who (see Ulrich Schutzmänn, pages 124 and 126).

The Wizards: Has no dealings with them, but knows High Wizard Albrecht Helseher by reputation as a formidably intelligent man. Has noticed Deputy High Wizard Janna Eberhauer at court functions, but has not approached her — yet.

High Priest Ar-Ulric: Will say that he is a sound enough fellow, but a successful **Difficult (-10) Perception** test will detect a somewhat flat tone to his voice. He suspects the priest is involved with the Graf's paramour, and fears the possible political consequences of the affair. Angry at the man's foolishness (Rallane never blames the female party). Suspects that the High Priest's obvious agitation is due to being found out, perhaps by one of his junior priests.

Emmanuelle Schlagen — Paramour: Sympathetic, protective, and absurdly soft-hearted about her. They had an affair some four years ago, but will certainly not mention this to the Characters.

Ladies at Court: Rallane likes Kirsten Jung very much. He knows that Petra Liebkosen is extroverted and flirtatious, but thinks (quite wrongly) that she is sensitive and vulnerable underneath. He dislikes Natasha Sinnlich, and suspects her of a cruel nature (correctly), but does not say so initially.

Siegfried Prunkvoll — Knight Eternal: Thinks him an utter fool, and mocks him in private. His mimicry is deadly accurate and quite merciless.

Allavandrel Fanmaris — Master of the Hunt: A close friend and Elven brother-in-arms. The two enjoy reminiscing about old times (very old times by human measure), singing together (Allavandrel has a passable voice), friendly archery contests (Rallane is skilled with the bow after all), drinking, and romancing.

Gothard Wallenstein — Kommission Convenor: Knows him only by reputation: that he argues for the interests of merchants very capably and lives pretty well. Does not suspect him of anything.

Luigi Pavarotti — Baronial Physician: Knows him only slightly. Aware of his unsavoury reputation, but likes his impulsiveness and flamboyance. Rallane has noticed that poor Baron Stefan seems calmer and happier with 'Herr Doktor' looking after him, on the rare occasions when he sees the baron.

The Law Lords: Rallane does not know them, but believes them to be capable men, even if he dislikes their formality. He thinks they are too dull to be dishonest.





THE 'PRINCESS': KATARINA TODBRINGER

The Graf's daughter is referred to as 'the Princess', though she has no official claim to the title. She is 19 and petite, with strawberry-blond hair and light-blue eyes. She has a small dimple on her chin, and delicate hands and feet. Katarina is a sweet and kindly soul, with a refined aesthetic sense and delightful manners, but is naïve and not terribly well informed about many political matters. She loves music, sculpture, gardens, flowers, and other pretty things, but finds Matters of State unbearably tedious. However, she has a strong sense of fairness and justice, and is not lacking in courage. She is very interested in good works and is a prominent patron, via her Ladies in Waiting, of the orphanage run by the Temple of Shallya. She has an exquisite dress sense. The little make-up and jewellery she does wear is of dazzling quality. Katarina favours floral perfumes, with an added astringent to remove any cloying qualities.

KATARINA TODBRINGER – NOBLE (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	38	32	31	31	42	32	44	29	37	51	12

Skills: Bribery 61, Charm 71, Consume Alcohol 41, Cool 40, Evaluate 32, Gamble 34, Gossip 64, Intimidate 41, Language (Classical) 44, Leadership 66, Lore (Heraldry 39, Middenheim 44), Melee (Fencing) 43, Play (Lute) 59, Ride (Horse) 42

Talents: Attractive, Coolheaded, Doomed (*A whistling wind from the North bites deep*), Etiquette (Nobles), Noble Blood, Read/Write, Suave

Possessions: Fine quality court clothing. Jewellery to a value of 50 gold crowns. She wears a magical golden necklace depicting the Todbringer coat of arms. It gives her the equivalent of 3 AP on all locations, and gives her the Trait *Magic Resistance 3* (this necklace would be worth at least 25 Gold Crows to those who didn't realise its properties, and at least 250 crowns to those who did). Katarina is escorted by a detachment of 20 Knights Panther whenever she appears in public.

ROLE

A Princess in all but her entitlement to the title, she attends some court functions and is also patroness of several artistic and charitable organisations. Her influence over her father would be considerable (3 votes), if she only knew.

LOCATIONS

Getting close to Katarina is difficult. She lives in the palace with her chaperone (Map 4). At certain Carnival events it may be possible to find her without her chaperone. Rallane Lafarel the Minstrel might be able to introduce a respectable Character at one of his famous parties. In public and in the Palace, 20 Knights Panther are never far away from her. Failing an introduction from another NPC, a solid pretext will be needed to meet her at any social event. Characters of high social status might make a formal social visit; otherwise, something flamboyant will be necessary.

REACTIONS

Dwarfs: -5 to all **Fellowship** Tests. Katarina has taken on her chaperone's dislike for Dwarfs, though she has begun to question it.

Elves: +5 to all **Fellowship** Tests.

KNOWLEDGE

Although Katarina knows little of direct relevance, she is the most powerful single powerful influence on the Graf, whom the PCs can recruit to their cause. She can get the Characters access to the Inner Palace and, at least in theory, she can summon almost any NPC at fairly short notice — though she will refuse to let the take too much advantage of her. Well-judged role-playing will be needed to win her over: to be seen to wield influence over politics with strangers to Middenheim is no business for a Princess!

Tall, handsome male Characters will have to work harder with Katarina than they expect. She demands attention, poetry, serenades, thoughtful and lavish presents, and other romantic gestures; mention of political favours will introduce an unwelcome and slightly sordid note to the courtship. She has powerful influence with the Graf, but the Characters must work hard to win it and to keep it.

MISCONCEPTIONS

Katarina has no misconceptions, but only because she knows nothing of politics. She knows she can get her own way with the Graf, but does not connect this with political influence.

GOALS

Katarina takes no interest in the tax changes, but she is unhappy that the temple of Shallya — one of her charities — will have to spend funds on the taxes that would otherwise go to help the sick and needy. She hopes to discuss this with her half-brother Heinrich (see page 33) before eventually tackling Graf Boris about it.

Getting a ‘fine, upstanding husband’ is a major goal. Katarina longs to be wooed, like a princess in a fairytale, but her suitors so far have not impressed her. Plausible candidates must be Human, noble, tall, cultured, and handsome. A high Fellowship score and impressive social skills are an absolute must. The Princess requires dramatic (but not vulgar) protestations of undying affection, expensive and aesthetically delightful gifts, and serenades on a warm, moonlit night from the best minstrels.

Even if none of the Characters is a credible suitor, Katarina may still become infatuated with one of them. Serious attempts to win her heart will almost certainly lead to marriage or incarceration, depending on the Character’s social standing: either way, the character is effectively removed from the campaign. Such an act would also arouse the undying hatred of the chapereone, if she finds out.

THE OTHER NPCs

Josef Sparsam — Chancellor: A dusty and tedious old man.

Dieter Schmiedehammer — Champion: Admires his strength, kindly nature, and courteous manner, as well as his fondness for music. Of course, he is of rather lowly origins, and engaged to someone else.

Rallane Lafarel — Minstrel: Likes him and enjoys hearing him play. Laughingly scolds him for his impressions of other court figures, but senses that he is lonely at times.

Hildegarde Zimmerlich — Chapereone: Fond of her, but increasingly annoyed at being treated like a child. Katarina increasingly wants the freedom to live her life unsupervised.

The Midden Marshals: More boring old men.

The Wizards: Has no dealings with them, but she is somewhat awed by magic.

High Priest Ar-Ulric: Likes him for his kindly demeanour, charitable nature, and his excellent manners. Knows nothing of his affair with Emmanuelle Schlagen, and would be shocked to learn of it.

The Paramour and Ladies at Court: She is haughty and condescending to them, and occasionally spiteful. She knows that her father is having an affair with one of them, but not which one. In a bad mood, she might go so far as to label them ‘strumpets.’

Siegfried Prunkvoll — Knight Eternal: Thinks him a ‘ninny’, and loves Rallane’s satirical impersonations of him.

Allavandrel Fanmaris — Master of the Hunt: Has few dealings with him, but likes his gracefulness and good manners — she can see that he is natural and unaffected. She also likes him for being the friend of Rallane the Minstrel.

Gotthard Wallenstein — Komission Convenor: Who?

Luigi Pavarotti — Baronial Physician: She is fascinated but horrified by this daring, exciting, amusing, and rather shocking fellow. She can see that he truly cares about Baron Stefan and is clearly helping him.

The Law Lords: More dusty old clerks. Let’s talk about someone more interesting.

A NOTE ON TRAITS

Many of these NPCs do not have combat Traits included in their profile. This is intentional — in most cases these NPCs will not engage in combat, and violence does not play an important part in most of the events of **Power Behind the Throne**. The path to the success is best found via a sharp tongue rather than a sharp blade.

However, should you wish, you may add any weapons, armour or traits you deem appropriate for your game. Combat skills have been included for most NPCs, and if you wish to see courtly figures hack their way through hordes of cultists or swarming Skaven, you are free to do so.



THE CHAPERONE: HILDEGARDE ZIMPERLICH

Hildegard is employed to be the personal chaperone of the Princess. She has served three generations of Todbringers; she was wet nurse to Graf Boris himself and was chief nursemaid to Barons Stefan and Heinrich when they were young. She is a slender and frail woman of 78, whose strength of character more than makes up for the physical toll taken by the years. She eventually warms to men who display good manners, charm, and leadership qualities, but is always suspicious of wicked male intentions toward her charge. It is rumoured that the sudden departure of a Tilean ambassador a few years ago was due to the lashing he received from Hildegard's tongue and mahogany walking-stick when she found him alone with Katarina in a rose-arbour. She is an enthusiastic and skilled card player — a particular fan of Red Empress providing that the wagers are friendly — and can be tempted into taking a little too much wine while playing: she may need to make a **Challenging (+0) Willpower** Test to avoid some minor indiscretion in conversation. She likes fine arts and opera, and dresses in good, but dated, clothes.

HILDEGARDE ZIMPERLICH – ATTENDANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	32	35	32	48	32	30	49	40	39	13

Traits: Prejudice (those who show ignorance of etiquette and protocol), Weapon (Stick) +5

Skills: Athletics 42, Charm 54, Climb 45, Consume Alcohol 42*, Cool 43, Drive 42, Endurance 42, Evaluate 62, Gamble 74, Gossip 52, Intimidate 45, Intuition 68, Leadership 49, Lore (Middenheim 69, Melee (Polearms) 45**, Politics 69), Perception 68

Talents: Doomed (*You are the eldest, so you can go first*), Etiquette (Nobles, Servants), Noble Blood, Read/Write, Savvy, Shadow, Strong Minded

* This only applies to wine and brandy, her usual tipples. Tests involving other forms of alcohol are taken against her Toughness of 32.

** This only applies to attacks made with her stick.

Possessions: Fine quality (but dated) court clothing, jewellery to a value of 20 crowns, mahogany walking stick (count as Quarterstaff), purse containing coins to a value of 1 crown.

ROLE

As chaperone to the 'Princess,' Hildegard's role is to keep 'the wrong sort' away from her charge, and ensure that no liberties are taken. As his former nanny, Hildegard has modest influence with Graf Boris (1 vote).

LOCATIONS

Hildegard is almost always with the 'Princess,' living in adjacent rooms at the palace (see Map 4). Like her charge, she is not easy to meet, but she does attend a few Carnival events, one or two on her own. She favours high culture, and exotic events such as fire-breathers and singing frogs.

REACTIONS

Males with Fellowship scores below 40 will never win her approval: there is no point even rolling dice.

Elves: +5 to all **Fellowship** Tests. She likes their refined nature.

Dwarfs: -10 to all **Fellowship** Tests. She finds them coarse.

Halflings: +5 to +10 to all **Fellowship** Tests, if enthusiastic about cookery — Hildegard is proud of the cakes she serves at afternoon tea, which she makes herself.

KNOWLEDGE

Hildegard's main role is to make it difficult for the Characters to meet with the 'Princess,' especially alone. Considerable ingenuity may be required to get her out of the way for a little while: an irresistible distraction (singing frogs, for example), or the rumour of one, might induce her to leave her charge (who *detests* slimy creatures) for an hour.

Hildegard knows much about the city, and the Graf's family, but only in the form of personal anecdotes. Much of what she thinks she knows is laced with unreliable gossip. Her tales might be used to foster suspicions that may be helpful or not, depending on how the adventure is progressing.

She is very protective of the family, and faced with a plausible argument that some danger threatens the Graf, she may be swayed.

MISCONCEPTIONS

Hildegard has commended the Knight Eternal to the Graf many times, and is convinced that he has some influence. She refuses to believe that the Graf listens to any Lady at Court.

GOALS

Hildegard's main goal is to protect the 'Princess' from unworthy men — which, in her opinion, is all of them. She is fiercely loyal to the Graf, whom she virtually reared: any threat to him, real or imagined, will stir her to formidable action — but she will never forgive being misled or exploited.

She dislikes the Temple Tax, likes the Dwarf Tax ('such coarse folk'), and cares little about the Scroll Tax. These are not strong feelings, and she regards politics (especially taxation) as somewhat sordid.

She is appalled by Luigi Pavarotti, and would love to see him banished. She finds him far too forward and is not comfortable with him being around the 'Princess'. (See below for more details.) She casts aspersions on the legitimacy of his qualifications, but the real reason for her utter contempt for him is his vulgar flirtation. She may insist that the Characters discredit him in exchange for any help from her — and she will demand a detailed plan and regular progress reports. This may create problems for the Characters, since Luigi may be crucial to de-hypnotising Dieter — not to mention that he is a source of precious influence with Graf Boris.

THE OTHER NPCs

Josef Sparsam — Chancellor: Hildegard dislikes him, and may imply that he filches from the Treasury. Since he is nervous whenever the two meet, she has not noticed his recent twitchy behaviour.

Dieter Schmiedehammer — Champion: She approves of his manners, but is a little snobbish about his humble origins. She is happier now that he is engaged to be married, and therefore poses no threat to the 'Princess.'

Rallane Lafarel — Minstrel: No strong feelings, though she dislikes his moodiness. She does not know that he harbours feelings for Katarina.

Katarina Todbringer — The 'Princess': Utterly devoted to her, protective, and blind to all her faults, save that she is a little headstrong at times.

The Midden Marshals: Has no dealings with them at all, and can scarcely recall their names.

High Priest Ar-Ulric: Has always thought him too soft in matters of public morals and decency. Increasingly suspicious of his obvious anxiety, she distrusts him for no reason she can name. She knows nothing of his affair with the Graf's paramour.

The Paramour and Ladies at Court: Regards them all as 'loose women', cuts them dead socially, and refuses to discuss them.

Siegfried Prunkvoll — Knight Eternal: A formal relationship characterised by elaborate manners, largely restricted to superficial exchanges at court functions. He seems like a fine young man, if a little slow.

Allavandrel Fanmaris — Master of the Hunt: Knows him only slightly; vaguely likes him for his excellent manners, but disapproves of his 'gadding about town.' Knows him to be loyal, honest, and fair.

Gotthard Wallenstein — Kommission Convenor: Has never heard of the man, and does not discuss merchants and commerce.

Luigi Pavarotti — Baronial Physician: Hildegard has protested loudly and often to Graf Boris that this appalling man should not live in the same building as the Princess. Luigi once made indecent advances to Hildegard — a joke on his part, though Hildegard does not appreciate the irony.

The Law Lords: Approves of their grave and dignified demeanour, but thinks they should stop fiddling with taxes and draft some *useful* laws to restore public morals and decency — preferably with public floggings.

DEADLY SECRET: A BLACK SHEEP

Hildegard has a shameful secret: her younger sister died in childbirth, and she raised the child herself. Her nephew, Bruno Kohl, turned out very badly (see 'The Harmacist, page 92). While she has cut all ties and will never mention him, she feels guilty for how he turned out, and fears disgrace and scandal if their relationship should become known.

If the secret is discovered, the Characters might take advantage of it, but they will need to be subtle. For example, they might mention in passing that they have discovered that someone at court has a young ne'er-do-well for a relative — not that they would ever gossip or name names, of course. Overt attempts at blackmail will alienate her completely.



THE MIDDEN MARSHALS

The three Midden Marshals constitute the city's military high command, each with their own particular area of responsibility. While supreme military power in Middenheim is vested in Graf Boris, the Marshals handle day-to-day military affairs, consulting the Graf only when an important decision or departure from routine needs to be made.



WATCH COMMANDER ULRICH SCHUTZMANN

Ulrich is the overall commander of the Middenheim Watch. An imposing man of about 50, tall and well-built, with close-cropped iron-grey hair and dark-blue eyes. He conducts himself with great solemnity at parades and ceremonies, and is generally regarded as a dedicated, 'spit-and-polish' soldier. He is harsh and unbending, a strict disciplinarian, but a good strategist and sound tactician. He is one of the few open Sigmarites to have earned high office in Ulric's city.

ULRICH SCHUTZMANN – WATCH CAPTAIN (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	64	37	58	48	57	36	34	57	57	54	18

Skills: Athletics 56, Charm 69, Climb 78, Consume Alcohol 48, Cool 80, Dodge 56, Endurance 58, Gamble 67, Gossip 62, Intimidate 78, Intuition 77, Leadership 79, Lore (Law 77, Middenheim 82, Politics 77), Melee (Basic) 89, Perception 77, Stealth (Urban) 46, Track 72

Talents: Break and Enter, Doomed (*Beware the Man*), Drilled, Etiquette (Criminals, Nobles, Soldiers), Read/Write, Robust, Savvy, Shadow, Tenacious, Warrior Born

Possessions: Ceremonial uniform consisting of a deep-blue tunic beneath a breastplate of chased and engraved silver, knee-length black boots polished to a mirror finish, an open helmet of silver with elaborate niello-work, topped by a deep-blue plume, and a ceremonial sword in a gorgeously-bejewelled scabbard.



GENERAL JOHANN SCHWERMUTT

General Johann Schwermutt, is Middenheim's Garrison Commander. Schwermutt is about the same age as Schutzmann, but is lighter of build, with light-brown hair and hazel eyes. Schwermutt is friendly, expressive, and intuitive, fond of discussion and always willing to give people the benefit of the doubt. His troops know him as a humane and approachable commander.

JOHANN SCHWERMUTT – OFFICER (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	62	62	60	57	57	38	35	53	56	59	21

Skills: Athletics 58, Charm 82, Climb 80, Consume Alcohol 82, Cool 79, Dodge 58, Endurance 77, Entertain (Storytelling) 76, Gamble 73, Gossip 82, Heal 73, Intuition 82, Language (Battle) 73, Leadership 89, Lore (Etiquette 63, Middenheim 58, Warfare 73), Melee (Basic 87, Polearm 82, Two-Handed 72), Navigation 68, Outdoor Survival 73, Perception 82, Play (Drum) 55, Ranged (Crossbow 82, Bow 52)

Talents: Combat Aware, Diceman, Doomed (*The field will embrace you, the earth enfold about you*), Drilled, Etiquette (Nobles, Soldiers), Inspiring, Public Speaking, Read/Write, Savvy, Shieldsman, Strike Mighty Blow, Strike to Stun, Unshakable, Warleader, Warrior Born

Possessions: Ceremonial uniform consisting of a suit of ancient plate armour, with a grey wolfskin cloak worn over the top, a dress sword with a gilded pommel, and a shield bearing the city's coat of arms.



MARSHAL MAXIMILLIAN VON GENSCHER

Marshal Maximillian von Genscher coordinates the city's defences and has supreme command of expeditions mounted by the army. Maximillian is the youngest of the three (aged 43), but has risen to a higher position owing to his birth. He is an imposing figure, 6 feet and 4 inches tall and almost half as broad. His personality is similarly larger-than-life; his courage and magnanimity are legendary, and the force of his personality is almost tangible. He weighs his words carefully and is a shrewd interrogator. He has jet-black hair and a neat beard, with dark-brown eyes and a long pale scar running up his left cheek, bisecting his eyebrow.

MAXIMILLIAN VON GENSCHER – OFFICER (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	62	62	60	57	57	52	35	44	59	64	21

Skills: Animal Care 54, Athletics 72, Charm 87, Charm Animal 69, Climb 80, Consume Alcohol 72, Cool 82, Dodge 72, Endurance 77, Gamble 54, Gossip 77, Heal 64, Intimidate 70, Intuition 77, Language (Battle) 64, Leadership 94, Lore (Heraldry 54, Middenheim 59, Warfare 64), Melee (Basic 87, Cavalry 82, Polearm 82, Two-Handed 82), Navigation 67, Perception 77, Play (Fife) 40, Ranged (Blackpowder) 82, Ride (Horse) 72

Talents: Combat Aware, Crack the Whip, Diceman, Doomed (*Live large, die late, and leave a good looking corps*), Drilled, Etiquette (Nobles, Soldiers), Inspiring, Noble Blood, Public Speaking, Read/Write, Savvy, Shieldsman, Suave, Warleader, Warrior Born

Possessions: Ceremonial suit of black-lacquered plate armour with gilded fittings, a blacklacquered full-face helmet bearing his family's crest of a raised mailed fist, and a ceremonial two-handed sword whose pommel and guard terminals are a matched trio of fire opals.

ROLE

Military advisers to the Graf: Schutzmann is in charge of internal security, Schwermutt oversees walls and defences, and von Genscher commands the field army. If the Characters are hired by the city's military establishment for any kind of covert activity, it will be von Genscher who is in command of the operation. He will probably deal with such Characters directly, for security reasons, and will arrange things in such a way that he can deny all knowledge and association if things go awry.

LOCATIONS

All three have houses close to the Square of Martials. Schutzmann has an office in the Watch headquarters nearby; Schwermutt in the East Gate; and von Genscher close to the palace.

REACTIONS

Characters may make Leadership tests in place of Charm tests if their Leadership skill is higher than their Charm skill. Schutzmann respects Dwarfs and Sigmarites, who gain a +5 Fellowship bonus when talking to him.

KNOWLEDGE

The Marshals avoid politics, and are quite unaware of the intrigues behind the taxes. They are all aware of the Graf's withdrawal, and have recently taken to discussing matters of security with Baron Heinrich rather than his father. They are unhappy about the taxes, knowing how they might weaken the city, but do not see it as their place to comment.

GOALS

The Marshals' duty is to protect the city from military threats. Political threats are completely outside their purview. They will absolutely refuse to undertake any military action within the city, or to do anything else that smacks of a coup. This includes lending the Characters any military personnel or equipment, or granting them any military rank or authority.



THE OTHER NPCs

Because of their wish to avoid politics, the Marshals are only slightly acquainted with the other major NPCs, and do not cultivate relationships with them.

Josef Sparsam — Chancellor: Shrewd and able, but stingy with defence funding. Always demands very precise cost estimates. They have not met with him recently, and have not noticed any odd behaviour.

Dieter Schmiedehammer — Champion: Undefeated for four years, he is a fine advertisement for the warriors of Middenheim, and always willing to help out with training troops.

Rallane Lafarel — Minstrel: Pleasant, but not a close acquaintance. Schutzmann has heard that he is 'not reliable,' but is unsure what that means; von Genscher likes his music; and Schwermutt recently saw him mimic the Knight Eternal at a cabaret club, and rather likes the Elf.

Katarina Todbringer — 'Princess': She seems a nice enough girl, if a bit dim.

Hildegard Zimmerlich — Chaperone: They know her only by reputation, as a respectable and devoted chaperone.

The Wizards: They meet with them occasionally to discuss routine security matters. High Wizard Helseher's views are respected, and Schwermutt will commend Janna Eberhauer her as showing great promise.

High Priest Ar-Ulric: The Marshals avoid discussing religious matters: Schwermutt follows Ulric, Schutzmann follows Sigmar, and von Genscher keeps his views to himself, believing religion to be uncomfortably tied up with politics. In any case, they know almost nothing about him.

The Paramour and Ladies at Court: Publicly, the Marshals know nothing of court affairs, and have no interest in gossip. Secretly, though, von Genscher's son is having an affair with Petra Liebkosen, and Schutzmann had an improbable liaison with Emmanuelle Schlagen some years ago, which he is trying very hard to forget. If he is specifically asked about her, a successful **Challenging (+0) Intuition** Test will reveal that Schutzmann is uncomfortable with the subject, but not why.

Siegfried Prunkvoll — Knight Eternal: They all think him a fool, and know he is widely ridiculed, which reflects poorly on other military men, including themselves. They would be happy to see him gone.

Allavandrel Fanmaris — Master of the Hunt: Schwermutt occasionally has a drink with the Elf; they all think him honest and clever.

Gotthard Wallenstein — Komission Convenor: No direct dealings. To Schwermutt, he seems a fair enough representative of mercantile interests, but Schutzmann has heard rumours of crooked dealings, and even a claim that Wallenstein has been involved in an illegal slave trade. Von Genscher is uncertain, but will point out that nothing was proved and no charges were brought.

Luigi Pavarotti — Baronial Physician: They dislike his reputation, but von Genscher has seen that Baron Stefan seems more tranquil lately. Despite all else, the Tilean may be a good thing for the Graf's family.

The Law Lords: The Marshals actively avoid the Law Lords to maintain a respectable separation between the military and judicial arms of Middenheim's government. As far as they know, the Law Lords are men of integrity and wisdom, even if Ehrlich's melancholy sometimes keeps him from his duties.



THE WIZARDS

The leading Wizards in Middenheim are Albrecht Helseher, the High Wizard of Middenheim's Grand Guild of Wizards, and his deputy Janna Eberhauer. They are consulted by Graf Boris and his other advisors on any matters in which magical skills may be important, especially to the security of the city.

ALBRECHT HELSEHER – WIZARD LORD (GOLD 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	53	27	28	41	58	57	37	65	60	45	16

Skills: Art (Writing) 47, Channelling (*Chamon*) 80, Charm 60, Consume Alcohol 46, Cool 83, Dodge 77, Entertain (Storytelling) 50, Evaluate 78, Gamble 70, Gossip 68, Haggle 50, Intimidate 43, Intuition 78, Language (Battle 75, Classical 85, Eltharin 75, Magick 85), Leadership 65, Lore (Magic 85, Middenheim 80, Warfare 80), Melee (Basic 63, Polearm 63), Perception 78, Research 85, Ride (Horse) 67

Talents: Aethyric Attunement, Arcane Magic (Lore of Metal), Bookish, Detect Magic, Doomed (*Thou wilt witness the end of all things, but not the rebirth*), Etiquette (Nobles), Instinctive Diction, Iron Will, Magical Sense, Menacing, Petty Magic, Read/Write, Savvy, Second Sight, Sixth Sense, Super Numerate

SPELLS

Petty Magic Spells: Dart, Dazzle, Drain, Gust, Light, Magic Flame, Shock

Arcane Magic Spells: Aethyric Armour, Aethyric Arms, Blast, Bolt, Bridge, Corrosive Blood, Dome, Entangle, Flight, Ward

Lore Spells: Crucible of *Chamon*, Enchant Weapon, Fool's Gold, Forge of *Chamon*, Glittering Robe, Transmutation of *Chamon*

Possessions: GM's discretion. Helseher has his own magic items and can requisition Guild property, so he may have almost any item within reason.



HIGH WIZARD ALBRECHT HELSEHER

Helseher is a Wizard Lord of the Gold Order. A tall man in his early 60s, gaunt and ascetic, he has a long mane of thick glossy black hair, without a hint of grey despite his age, and piercing eyes of a startlingly vivid blue. His eyes, and his long, delicate-but-strong fingers, are his most defining features. He makes a lasting impression on anyone he meets. When not donning the ceremonial gear of his order, Helseher dresses with a lack of vanity, preferring free flowing garments in black or grey which allow him maximum freedom of movement. He is more concerned with abstractions and his research than with 'real life', and rarely leaves his apartments and offices in the guildhouse. Consequently, he is little seen by the general populace, who regard him as a mysterious figure to be feared rather than loved.



DEPUTY HIGH WIZARD JANNA EBERHAUER

Janna Eberhauer is a Master Wizard of the Celestial Order. Janna is only in her mid 30s, but is already an accomplished Wizard. She is tall and statuesque, with a tumbling mass of auburn hair reaching to her shoulders, hazel eyes flecked with amber, and freckles across her cheeks and the bridge of her nose. When not wearing the robes of her order, she dresses with practicality and classic style, and looks quite unlike anyone's expectations of a Wizard. Intelligent and friendly, Janna has the great gift of being able to put people at their ease. This is highly useful for getting information, which they might not otherwise disclose. She does not air her own opinions too readily, and is careful to sound ambivalent in her own views.

JANNA EBERHAUER – MASTER WIZARD (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	43	27	30	32	52	54	37	58	53	55	12

Skills: Channelling (*Azyr*) 68, Charm 70, Cool 66, Dodge 69, Evaluate 71, Gossip 68, Intimidate 45, Intuition 67, Language (Battle 68, Classical 68, Magick 73), Leadership 60, Lore (Magic 73, Middenheim 63, Warfare 68), Melee (Basic 53, Polearm 53), Perception 67, Ride (Horse) 64

Talents: Aethyric Attunement, Arcane Magic (Lore of Metal), Detect Magic, Doomed (*An Ogre's feast, a six-legged beast, a hope at least, then a film of yeast*), Etiquette (Nobles), Instinctive Diction, Magical Sense, Petty Magic, Pure Soul, Read/Write, Savvy, Second Sight, Sixth Sense, Suave

SPELLS

Petty Magic Spells: Bearings, Dart, Dazzle, Gust, Light, Magic Flame, Open Lock, Sleep, Warning

Arcane Magic Spells: Aethyric Armour, Aethyric Arms, Arrow Shield, Chain Attack, Flight, Teleport

Lore Spells: Cerulean Shield, Fate's Fickle Fingers, Starcrossed, T'Essla's Arc, The First Portent of Amul, The Second Portent of Amul

Possessions: GM's discretion. Like Helseher, she has some magical items of her own and can requisition others from the Guild.

ROLE

Leaders of the Grand Guild of Wizards, consulted by the Graf on all magical matters, especially relating to security.

LOCATIONS

Both magicians live in the Guild House, but Eberhauer also has a small town house in the select Ulricsmund district. Neither is married. Both attend some Carnival events, most notably the Black Pool Illuminations, which they are responsible for organising. Janna Eberhauer is notably more sociable than the High Wizard, and is easier to encounter about the city.

REACTIONS

Wizards receive a +10 bonus to all tests based on Fellowship, except for apprentices and practitioners of forbidden magic.

KNOWLEDGE

The magicians don't have much to do with politics, although they do have a little influence with the Graf. Eberhauer is somewhat more worldly than Helseher, who is only now really waking up to matters of state; he has made angry representations to Graf Boris about the Scroll Tax. They know little of value to the Characters, but are sure that Law Lords Ehrlich and Hoflich must both have voted for the tax laws as the Guild's spies at the palace have reported that Wasmeier vocally opposed them.

MISCONCEPTIONS

The wizards think that both they and the Marshals have more influence on Graf Boris than they actually do, although Helseher is beginning to wonder about this given the imposition of the Scroll Tax and the lack of results to his furious but reasoned protests. Graf Boris seemed very sympathetic at the time, but someone must have changed his mind.

GOALS

The repeal of the Scroll Tax is a major priority, providing that it does not undermine the city's security. If the Characters can credibly promise to do something about this specific tax (the magicians don't care much about the others), they may win the wizards over. In any initial encounter, though, Helseher will give as little away as possible, while pumping the Characters for all the information he can get.

Even the Characters befriend the wizards, they will not be lent or given any Guild resources, such as magic items or magical training: these are reserved for members, and there is a lengthy application and vetting process that cannot be circumvented. However, the wizards may agree to cast some minor spell (such as identifying a magic item) or perform some other trifling magical service on their own initiative.

THE OTHER NPCs

Josef Sparsam — Chancellor: Both suspect him of being behind the Scroll Tax. Helseher regards him as able, clever, but very detached (rather like himself, though Helseher does not see this). Janna Eberhauer is still seething about his unwelcome advances at their recent meeting; both will agree, if asked, that this behaviour was very much out of character.

Dieter Schmiedehammer — Champion: No dealings with him, although Eberhauer knows of his engagement to Kirsten Jung.

Rallane Lafarel — Minstrel: No dealings, but Eberhauer (who is a moderate flautist) cares for his music and — unknown to the Minstrel — considers him rather attractive.

Katarina Todbringer — the 'Princess': No dealings. They will talk vaguely about her, in an offhand way.

Hildegard Zimmerlich — Chaperone: No dealings, but Helseher will commend her many years of service to the Graf's family.

The Midden Marshals: Infrequent meetings to discuss security. Helseher is pleased by their intelligence, but relationships are only professional.

High Priest Ar-Ulric: Very few dealings. Helseher thinks him rather weak, Eberhauer disagrees and considers him wise and without malice. Both agree that he is fairly tolerant and decent. They have not seen him for some time, and know nothing of his affair or his anxieties.

The Paramour and Ladies at Court: Helseher knows nothing of any paramour, and cannot name any of the ladies. Eberhauer does not know which of them is involved with the Graf. Eberhauer sometimes meets Petra Liebkosen for a late-night cocktail at a good hostelry; they have become fair, if unlikely, friends. She has rarely met the others, but reasons that if Dieter Schmiedehammer — a very decent man — is engaged to Kirsten Jung, then Kirsten must be a good sort.

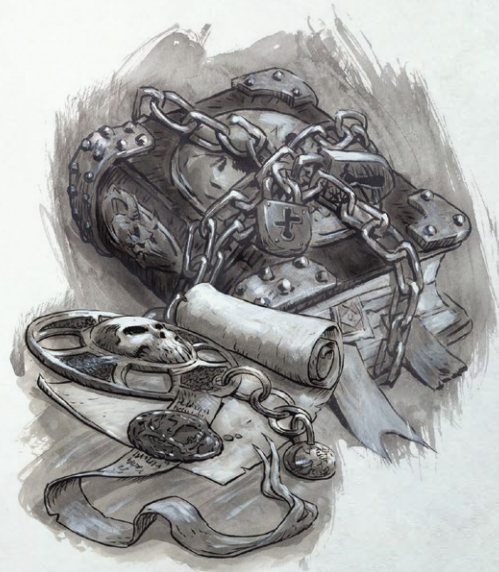
Siegfried Prunkvoll — Knight Eternal: Both of them think he is an idiot.

Allavandrel Fanmaris — Master of the Hunt: Helseher knows nothing about him. Eberhauer knows his general reputation; she would like to meet him.

Gotthard Wallenstein — Kommission Convenor: The magicians have no links with the world of commerce, and have heard no rumours about him.

Luigi Pavarotti — Baronial Physician: They do not know him, and largely dismiss the rumours about him.

The Law Lords: They like Wasmeier — a fellow wizard — but do not know Ehrlich or Hofflich. However, they blame them for the Scroll Tax. Wasmeier told them he was against it, but was overruled by the other two and dared not break ranks to oppose it openly.





THE HIGH PRIEST: AR-ULRIC JARRICK VALGEIR

Ar-Ulric is the supreme head of the cult of Ulric in Middenheim and throughout the Empire. He is a tall well-built man, rangy rather than muscular, with reddish-brown hair and light-brown eyes, whose strong nose and high cheekbones give him a striking profile. As befits the leader of the cult of Ulric, Ar-Ulric is physically fit, and looks a decade younger than his 48 years. It is said that he still trains for two hours a day with a variety of weapons, in addition to coping with the duties attached to his various offices. He dresses in a floor-length robe of silver-grey silk and a cowled cloak of white wolfskin. According to the dictates of the Cult, he killed the wolf with his bare hands while still an Initiate. A silver wolf's-head pendant hangs on a chain around his neck, and he carries a silver-shod staff topped with icons of Ulric and Middenheim. Ar-Ulric is a decent man, currently under great strain. His anxiety is clear to almost anyone who makes a successful Average (+20) Perception Test: he is vague and distracted, stammers occasionally, and tends to avoid eye contact in conversations.

AR-ULRIC JARRICK VALGEIR – LECTOR (GOLD 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	60	35	59	58	57	34	38	58	55	53	20

Traits: Armour 4, Immunity (Fire), Magic Resistance 2, Ward 2, Weapon (Hammer-axe of Skoll) +11

Skills: Bribery 63, Charm 68, Consume Alcohol 68, Cool 78, Dodge 54, Endurance 78, Entertain (Speeches 73, Storytelling 73), Gamble 78, Gossip 66, Haggle 63, Heal 78, Intimidate 74, Intuition 77, Language (Battle 73, Classical 68), Leadership 78, Lore (Middenheim 73, Theology 78, Politics 68, Warfare 73), Melee (Basic 85, Two-Handed 80), Perception 77, Pray 78, Research 68, Ride (Horse) 54

Talents: Blather, Bless (Ulric), Bookish, Combat Aware, Doomed (*Temptation paves an inevitable path to the Maelstrom*), Etiquette (Nobles, Soldiers), Inspiring, Invoke (Ulric), Read/Write, Savvy, Super Numerate, Supportive, Warleader

Miracles of Ulric: Hoarfrost's Chill, Ulric's Fury, Pelt of the Winter Wolf, The Snow King's Judgement, Winter's Bite

Possessions: Ar-Ulric wears his robes, and carries his staff of office with him at all times.

He bears the Hammer-axe of Skoll, a legendary two-handed weapon said to have been carried by Ar-Ulrics since the time of Sigmar. The weapon is magical. Furthermore, when it is wielded with intent by a *Blessed* follower of Ulric they should make a **Challenging (+0) Pray** Test. For every +SL they achieve they may choose one of the following weapon qualities: Damaging, Impact, Impale, or Penetrating.

Ar-Ulric also has a suit of magical armour, the Wolfplate. When worn it grants 4 AP to all locations and grants the following traits to the wearer: Immunity (Fire), Magic Resistance (2), Ward (2).

ROLE

Ar-Ulric is officially the court priest, although Graf Boris has been careful to balance the cults of Ulric and Sigmar in Middenheim, and Ar-Ulric has only modest influence (1 vote). As an Elector and the head of the Empire's second largest religion, any mishap which befalls him will have far-reaching consequences. The Graf feels that Ar-Ulric is too concerned with the cult in the Empire and his Electoral position, and neglects Middenheim's interests.

LOCATIONS

Ar-Ulric lives in the Inner Palace, and divides his time between there and the Temple of Ulric. He also attends many different Carnival events.

REACTIONS

Females: -10 to all **Fellowship** Tests. He is anxious and tries to avoid women.

Priests of Ulric: +5 to all **Fellowship** Tests.

KNOWLEDGE

Ar-Ulric knows who influences Graf Boris. He can provide introductions to other NPCs, subject to his relations with them. He believes that only someone powerful would try to blackmail an Elector, but he is too fearful to try to unmask the blackmailer.

MISCONCEPTIONS

None. Ar-Ulric knows who has the ear of Graf Boris.

GOALS

Ar-Ulric desperately wants to recover his love letters: if they are returned he will end his affair with Emmanuelle Schlagen, although he still loves her. He is very unhappy about the Temple Tax, feels that the Dwarf Tax is socially divisive, and believes the Scroll Tax will undermine a crucial element of the city's defence. Forced to defend all the taxes, he does so unconvincingly.

THE OTHER NPCs

Josef Sparsam — Chancellor: Thinks him cold, aloof, and uncaring, especially about the social effects of taxation. To some extent, this is a projection of his own guilt at being forced to support the tax changes.

Dieter Schmiedehammer — Champion: Hardly knows him, but is aware of his good reputation. They might become friends if they got to know each other.

Rallane Lafarel — Minstrel: Hardly knows him, but admires his music. Has no idea that Rallane knows of his affair with Emmanuelle Schlagen, and would be terrified if he found out.

Katarina Todbringer — 'Princess': Doting fondness: she seems responsive to his homilies, and shows a kindly soul.

Hildegard Zimmerlich — Chaperone: Rather intimidating: she is too strict and unforgiving, especially toward the young.

The Midden Marshals: Does not know them.

The Wizards: Neutral: their paths rarely cross.

Emmanuelle Schlagen — Paramour: For the record, *she* seduced *him*. Initially head-over-heels, anxiety is tormenting him now. He still loves her, and would never betray her.

Ladies at Court: Wonders what they know or suspect. Emmanuelle has told him that she suspects Petra Liebkosen knows about their affair: is she in league with the blackmailer?

Siegfried Prunkvoll — Knight Eternal: It is good to see someone as dutiful and ardent, even if he is a pompous fool underneath. Ar-Ulric will neither deride nor defend him, except against the worst insults.

Allavandrel Fanmaris — Master of the Hunt: No dealings: thinks vaguely of him as a good fellow, but knows his high-living reputation.

Gotthard Wallenstein — Kommission Convenor: Has met him briefly and instinctively distrusts him, but in his current turmoil he hardly trusts his instincts any more. Wonders if he might be the blackmailer.

Luigi Pavarotti — Baronial Physician: Ar-Ulric and other priests attempted to minister to Baron Stefan, without success: Luigi's success arouses mixed feelings. Fears that Luigi, with his huge and shameless appetites, might recognise something in Ar-Ulric and guess about the affair. Tries to avoid him.

The Law Lords: Ar-Ulric knew the introverted Reiner Ehrlich as well as anyone could. If he were not concerned with other matters, he might visit the Law Lord and try to help him with his acute depression.

DEADLY SECRET: BLACKMAIL

Obviously, Ar-Ulric will be extremely reluctant to discuss the affair. The Characters must be gentle and subtle, unless they have somehow already managed to recover the letters. Otherwise, Ar-Ulric will be desperate to prevent the Characters learning of his indiscretions; for example, he may try to sidetrack them by saying that Wallenstein is corrupt and should be investigated.

Very careful and diplomatic play will be required to overcome his fears and build trust; depending on how the Characters approach him, he may let things slip little by little, or he may break down dramatically, confess all, and beg the Characters to help him.

Ar-Ulric's affair with Emmanuelle Schlagen began about eight months ago. Two months ago, he received a letter from someone claiming to have his love letters to her. Unfortunately, he destroyed this letter, so the Characters cannot see it — but it contained certain intimate details that could only have come from the letters.

The next day, one Frau Elise Kaltblutig requested an audience. She showed him one of the letters, and threatened him with scandal and disgrace unless he supported the new taxes. She was somewhat tall (5' 6" to 5' 9"); her hooded cloak concealed her build and face, and her speech was stilted, as though she was trying to disguise her true voice. After the taxes took effect, the woman visited again, telling him that the letters would be returned in two months provided he supported the tax changes until then. Elise Kaltblutig is one of Brunhilde Klaglich's many alter egos.

The Palace guards have no recollection of visitors from so long ago: however, one of them, Josef Gropius, may remember a woman whose name began with 'K' — actually Brunhilde Klaglich using another alias, 'Frau Kenner' delivering the Chancellor's favourite concoction.

If the Characters recover the letters, Ar-Ulric will help them in their eventual audience with Graf Boris. Until then, he will help as best he can in other ways, such as providing healing and introductions to other major NPCs. His position and official duties do not permit him to accompany them in public, and he will literally swear the Characters to silence by having them take a sacred oath in the Temple of Ulric



THE PARAMOUR: EMMANUELLE SCHLAGEN

Emmanuelle is a Lady at Court and a favourite of the Graf. She is in her late 20s, of above average height, and is slim but not willowy. Her ash-blond hair has a natural curl, and cascades half-way down her back. Her narrow chin and high cheekbones lend her face a slightly feline appearance, which is enhanced by her large almond shaped grey-green eyes. A former actress, Emmanuelle gained her current position through the influence of Ulrich Schutzmann, whom she selected as a lover precisely because of his ability to get her the post. She is very bright, intuitive, and highly manipulative.

EMMANUELLE SCHLAGEN – ADVISOR (SILVER 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	42	53	30	48	44	53	52	44	38	65	14

Skills: Athletics 78, Art (Writing) 62, Bribery 80, Charm 90, Consume Alcohol 58, Cool 51, Drive 63, Endurance 63, Entertain (Acting 85, Singing 75), Evaluate 47, Gamble 59, Gossip 88, Haggle 85, Intuition 59, Language (Classical) 54, Leadership 80, Lore (Middenheim 59, Politics 54), Perception 54, Perform (Dancing) 73, Play (Lute 62, Harpsichord 62), Ride (Horse) 63, Row 40, Sleight of Hand 62

Talents: Attractive, Blather, Dealmaker, Doomed (*Resist the need to take your beauty sleep deep in the Ocean*), Etiquette (Nobles), Gregarious, Jump Up, Public-Speaking, Read/Write, Savvy, Suave

Possessions: Fine quality court clothing. Jewellery worth 30 crowns. Purse containing coins to a value of 3 crowns.

ROLE

One of the Ladies at Court, she has also been the Graf's paramour for 15 months. Moderate influence (2 votes).

LOCATIONS

Lives in the Outer Palace, but attends many Carnival events. In public she is accompanied by at least one other Lady at Court, a major NPC, or a senior member of the City Guard. She likes wining, dining, and dancing at high-class hostleries, informal theatrical events, and occasional modest gambling.

REACTIONS

Characters without the *Etiquette (Nobles or Servants)* Talent: -10 to Fellowship Tests.

Elves: +5 to Fellowship Tests.

KNOWLEDGE

Emmanuelle knows who has influence with the Graf. She also knows that he has been in a decline and increasingly follows the majority opinion. She is afraid of losing her position if she tries to influence political affairs, so she does not pry into matters of state, and does not know who is behind the taxes. She does know that now the tax changes have been enacted, a clear majority among the Graf's advisers will be needed to reverse them. She may reveal that the Graf told her that the Chancellor was enthusiastic about the tax changes, while the Marshals and wizards argued against them.

She may recommend Petra Liebkosen as a good source of court gossip. If the Characters are being sympathetic about the blackmail, she will suggest that they talk to Petra just generally, to see what she has heard. She suspects that someone with access to the Inner Palace must have stolen the letters, since there was no sign of a break-in.

Emmanuelle may reveal that Luigi Pavarotti has made advances to her if this seems relevant: she has not told Ar-Ulric of this. From his talk about illicit herbs, she suspects the 'Doktor' is the worst kind of *bon vivant*. If the Characters know (or suspect) about the Chancellor's addiction, they may falsely suspect Luigi of being his supplier.

Emmanuelle is important because of her influence on Graf Boris, and her knowledge of who else influences him. The Characters should work hard and carefully to win her trust.

MISCONCEPTIONS

None. Through talking with Graf Boris she knows who influences him, and how much.

GOALS

Normally an avid seeker of wealth and position, Emmanuelle is concerned only with getting her neck out of the blackmail noose. She has considered fleeing Middenheim, but feels some guilt about leaving Ar-Ulric to face the music alone. However, she will overcome this scruple if nothing changes soon. If the Characters mention blackmail, she may panic and flee — unless Ar-Ulric has already warned her that they are investigating the matter. In that case, everything depends on her assessment of the Characters: if confident, she will give them her full cooperation; otherwise, she will gather her valuables and flee at the first opportunity.

If Emmanuelle flees, Ar-Ulric may panic, Graf Boris may begin an investigation, and Wasmeier will do all he can to find out who has been stirring things up and have them killed (see 'Pawns of the Evil Wizard,' page 96). The Characters may have to pursue her and bring her back by force — but only if the adventure is progressing exceptionally well and a few days' delay will not guarantee failure. Otherwise, let her stay in Middenheim and be as helpful as the Characters' diplomacy warrants. She will only use her influence to support the Characters if the blackmail letters are recovered, and if they clearly have other supporters in court circles.

THE OTHER NPCs

Josef Sparsam — Chancellor: Loathes his stiff formality and insults him with backhanded compliments.

Dieter Schmiedehammer — Champion: Knows him only from Kirsten Jung's comments and from infrequent meetings. Thinks him kindly, strong, and attractive, but dull.

Rallane Lafarel — Minstrel: Fast friends and platonic companions, even after their brief affair four years ago. She has not told him of her affair with Ar-Ulric, and thinks him too trusting to suspect; she knows how he idealises females.

Katarina Todbringer — the 'Princess': Resents her disdain for all the Ladies at Court. Has persuaded the Graf not to meet Katarina in her presence, to spare the 'Princess's' feelings.

Hildegard Zimmerlich — Chaperone: Returns Hildegard's open contempt with hatred, and would love the chance to cut her down.

The Midden Marshals: No strong feelings. Schutzmann is a former lover, although they do not meet now. Knows that Von Genscher's son, Anton, is having a sporadic affair with Petra Liebkosen. Thinks that von Genscher is a fine figure of a man.

The Wizards: Indifferent; no dealings.

High Priest Ar-Ulric: Given her appetites and the Graf's decline, Emmanuelle was always likely to take another. Ar-Ulric is attentive, wealthy, and — given his position — guaranteed to be discreet. Emmanuelle is genuinely fond of him, but feels superior: less gullible, and tougher.

Ladies at Court: She thinks Kirsten Jung kindly and good-natured, but a little prim. She dislikes Natasha because of her haughty and condescending demeanour. She is perhaps closest to Petra Liebkosen, since their personalities are broadly similar — but worried that the gossip-loving Petra may unintentionally have helped the blackmailer.

Siegfried Prunkvoll — Knight Eternal: Avoids him, but insults him behind his back for his lack of worldly intelligence.

Allavandrel Fanmaris — Master of the Hunt: A long-time friend, Allavandrel introduced Emmanuelle to a theatrical contact, which led to her first acting break. The Elf is an amusing and trustworthy companion, and although they have never had an affair, they did share an occasional night of passion before Emmanuelle landed the Graf.

Gothard Wallenstein — Kommission Convenor: Despises him: he tried to buy her favours before she became a Lady at Court. Will take any opportunity to spread rumours about his business dealings, and his personal pleasures.

Luigi Pavarotti — Baronial Physician: Alarmed by some quite explicit advances he made to her, she avoids him. Luigi made references to certain treatments he knew of that can enhance masculine fervor marvellously, which left Emanuelle too shocked to reply.

The Law Lords: Has heard of them through Ar-Ulric, but does not know any of them personally. She thinks of them as capable men, who do their job well enough.



THE KNIGHT ETERNAL: SIEGFRIED PRUNKVOLL

Siegfried Prunkvoll is the current Knight Eternal, ceremonial guardian of Middenheim. He goes everywhere in his magical suit of full plate mail, and outside court circles few people even know what he looks like. He is 6 feet tall, of medium build, with brown hair, a large moustache, and dark-grey eyes. He attends all court and State ceremonies as his post requires, but is rarely, if ever, seen on other occasions. Siegfried is pompous, affected, and the most crashing bore imaginable. He is also an appalling chauvinist and incredibly patronising (if gallant) to any female he encounters. He has a great love of heraldry, jousting, and military history, and is actually very knowledgeable about such matters. He will lecture anyone about his coat of arms: the device appears on everything he owns (even, it is said, on his underclothes). Woe betide anyone foolish enough to draw him into a conversation on one of his obsessions.

SIEGFRIED PRUNKVOLL – FIRST KNIGHT (GOLD 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	58	31	55	32	54	49	37	25	44	24	15

Traits: Prejudice (Rogues and Peasants), Armour 5, Weapon (Sword) +11

Skills: Athletics 59, Animal Care 35, Bribery 29, Charm 29, Charm Animal 54, Consume Alcohol 37, Cool 57, Dodge 59, Evaluate 28, Gamble 35, Gossip 27, Heal 35, Intimidate 65, Language (Battle) 35, Leadership 29, Lore (Heraldry 50, Middenheim 30, Warfare 35), Melee (Basic 73, Cavalry 78, Fencing 68), Play (Harpichord) 42, Ride (Horse) 59, Trade (Farrier) 47

Talents: Doomed (*A misadventure in plain sight of Wolfenburg's walls*), Etiquette (Nobles), Noble Blood, Read/Write, Stout-hearted, Strike Mighty Blow 2, Warrior Born

Possessions: Magical full plate armour (Counts as Magical, has 0 Encumbrance when worn in a full set), mail and leathers. Fine quality sword. Purse containing coins to a value of 2 crowns.

ROLE

As Siegfried loves to explain, the post of Knight Eternal has its origins in distant history. As he tells it, when Middenheim was first founded, a soothsayer predicted that the city must always be protected by a knight of great virtue and selflessness, selected by the most honest and brilliant men of the city. At once, a volunteer stepped forward; the people rejoiced and awarded him a stipend from the city's coffers. The Knight Eternal — since such a protector would be needed for all time — was also given a magnificent white suit of magical plate mail created by the city's wizards. Handed down from one Knight Eternal to the next, this armour became a badge of office.

The first Knights Eternal were fine warriors, although it has been claimed that the first one just happened to be the soothsayer's son, who was unemployed at the time. The post has lost much of its glory over the centuries, but no one wants to end the tradition. Siegfried actively campaigned for the post while the last Knight Eternal was struggling with a fatal illness, and succeeded largely for want of any better candidate.

No court functions or duties are attached to the post, except that according to the prophecy, the Knight Eternal must always remain within Middenheim's walls or a terrible fate will befall the city. Siegfried has no influence on Graf Boris.

LOCATIONS

Siegfried lives in the Outer Palace, but attends certain cultural events during Carnival week. He does not frequent informal or lowbrow events, markets, or other 'common' locations.

REACTIONS

A Character of high social class (for instance, in the Noble Career, or possessing the *Noble Blood* Talent) who is well dressed and well spoken — or a lesser Character who can convincingly imitate these qualities — receives a bonus of up to +20 on all **Fellowship** Tests with Siegfried. Grimy, uncouth, and even plain spoken individuals are dismissed out of hand.

KNOWLEDGE

Siegfried knows nothing of any value, and talking to him will be a complete waste of time; persistent players may take a little while to realise this. If he detects the slightest whiff of any threat to Middenheim's security, Siegfried will consider it his sacred duty to march in to the Graf and tell him all, and will insist that the Characters accompany him. He will not listen to any arguments in favour of delay, or gathering further information, or avoiding tipping the enemy off. The only way to stop him will be by force — which will convince him that the Characters, too, are part of a terrible plot to destroy the city.

MISCONCEPTIONS

Siegfried has little idea of who influences Graf Boris. He thinks, wrongly, that he has significant influence, and he believes that the Marshals have more influence than they actually do. He refuses to believe that any female NPC could possibly have any influence over the Graf, clothing his chauvinistic views in pompous and mealy-mouthed chivalry.

GOALS

In his simplistic and misinformed way, Siegfried is devoted to his post and to Middenheim. While he regards financial discussions as sordid, he may reveal that he dislikes the Temple Tax, but is in favour of the other two: Dwarfs are inherently less noble than Humans, and wizards less noble than knights or priests.

THE OTHER NPCs

Siegfried is completely unaware that most other NPCs find him tedious or even ridiculous. In most cases, his opinions are based on the rank rather than the person.

Josef Sparsam — Chancellor: A good enough fellow, sound on antiques and history. Unfortunate that he must soil his hands with financial matters.

Dieter Schmiedehammer — Champion: A fine fellow, doing his best despite his low birth. When they meet, Siegfried's forced display of good-fellowship is embarrassing.

Rallane Lafarel — Minstrel: Fine songs are well and good for diverting the ladies, but Siegfried doesn't care for an Elf moving so freely among court's feminine flowers.

Katarina Todbringer — 'The Princess': The highest lady in the land and a paragon of virtue. Siegfried attempts courtly compliments and the occasional dreadful poem, blind to their invariably disastrous results.

Hildegard Zimmerlich — Chaperone: A fine, dutiful lady. Their relationship is highly formal, perfectly mannered, and quite excruciatingly polite.

The Midden Marshals: Fine fellows and great warriors, though lacking his own heroic qualities. Siegfried is quite unaware of their dislike of him.

The Wizards: Sorcery is rather unchivalrous, though of course a wizard made his wonderful plate mail. Janna Eberhauer makes him uncomfortable — there is a term for female spellcasters, and it is not Deputy High Wizard.

High Priest Ar-Ulric: As a devoted follower of Sigmar, Siegfried is concerned that a priest of Ulric has the Graf's ear, even if that priest is also an Imperial Elector. However, he hardly knows Ar-Ulric, and will not criticise him.

The Paramour and Ladies at Court: Siegfried treats them all with a condescending and impersonal chivalry. He is unaware of any affairs, and will be unable to process the information if he is told. However, he has failed to banish the memory of one lady (Petra, though he could not name her) making an improper suggestion to him despite his vow of chastity; rather than think her naturally capable of such sentiments, he puts the incident down to some aspect of the moons. He has heard that ladies are affected by such things.

Allavandrel Fanmaris — Master of the Hunt: Allavandrel has been abusive to Siegfried in the past, and the Knight Eternal loathes him. It is bad enough that the Graf must hunt with ragged countrymen, but an Elf in the hunt — as something other than quarry — is beyond bearing.

Gotthard Wallenstein — Kommission Convenor: Never heard of him.

Luigi Pavarotti — Baronial Physician: Knights do not consort with leech-handlers.

The Law Lords: No contact, but they are surely learned and worthy fellows, if bookish and dull.



MASTER OF THE HUNT: ALLAVANDREL FANMARIS

The Master of the Hunt ensures men and mounts are kept in readiness for whenever the Graf goes hunting. Allavandrel is 101 years old, but looks about 30 in Human terms. He is tall with a slender frame which belies his considerable physical strength. He has startling emerald-green eyes, and his golden-brown hair falls in soft waves to his shoulders. A highly skilled huntsman and archer, he generally dresses in huntsman's garb of green and brown, even at court. He is friendly and open, with a ready wit, which can be sharp if he dislikes someone. Fond of the good things in life, Allavandrel occasionally indulges himself in wild binges, often in the company of Rallane Lafarel, the Graf's Minstrel, and Dieter Schmiedehammer, the Graf's Champion. He verges on the dissolute during Carnival week, but does not overdo things since he is determined to retain his title as Archery Champion. Allavandrel is a knowledgeable, witty and amusing companion for any Character to whom he takes a liking, but keeping up with him is expensive and tiring.

ALLAVANDREL FANMARIS – HUNTMASER (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	45	75	52	52	75	55	68	69	57	58	20

Traits: Ranged (Longbow) +9

Skills: Animal Training (Dog 89, Hawk 89, Horse 84), Athletics 75, Charm Animal 77, Climb 75, Consume Alcohol 67, Cool 77, Dodge 70, Endurance 72, Entertain (Storytelling) 73, Gamble 79, Gossip 73, Haggle 73, Intimidate 62, Intuition 95, Language (Eltharin) 74, Lore (Beasts 89, Middenheim 84, Politics 79), Outdoor Survival 77, Melee (Basic) 68, Navigation 79, Perception 95, Ranged (Bow 98, Sling 95), Ride (Horse) 75, Secret Signs (Hunter) 79, Set Trap 88, Stealth (Rural) 75, Swim 62, Track 95

Talents: Accurate Shot, Acute Sense (Sight), Animal Affinity, Attractive, Carouser, Deadeye Shot, Fast Shot, Gregarious, Hardy, Hunter's Eye, Marksman, Night Vision, Read/Write, Rover, Sharpshooter, Strider (Woodlands), Strike to Stun, Trapper

Possessions: Practical outdoor wear, including sturdy boots and a thick, warm cloak. Hunting knife. Longbow and quiver of 12 arrows. Purse containing coins to a value of 2 crowns. Allavandrel owns both an Elf Bow and a supply of 24 Elf Arrows, but considers both unsporting to use outside of exceptional circumstances.

ROLE

As Master of the Hunt, Allavandrel is responsible for the upkeep and management of men and mounts for expeditions into the fringes of the surrounding forests. Since the Graf has been uninterested in the hunt for some months, Allavandrel is bored. He has no influence with the Graf in political matters, although he could if he wished — politics simply do not interest him. However, he does see the Graf moderately often.

LOCATIONS

Allavandrel has a town house in the Osttor district. He attends many Carnival events, and is easy to encounter at the Archery Tournay or at various hostleries, ranging from swanky to dangerous.

REACTIONS

Elves: +10 to all **Fellowship** Tests. While he and Rallane are fast friends, he longs for more Elven company.

Dwarfs: –10 to all **Fellowship** Tests.

Halflings: +5 to all **Fellowship** Tests. Allavandrel employs a talented and friendly Halfling housekeeper, called Cordelia Greenhill, and he has developed a soft spot for the little folk thanks to her example.

KNOWLEDGE

Allavandrel knows who influences Graf Boris, but not much more. However, the sociable Elf is well-connected and can provide introductions to Dieter, Rallane, the Ladies at Court, and possibly even the Chancellor. He may know where someone (such as the Chancellor) might obtain more exotic substances (see 'The Harmacist,' page 92), although he will be worried if the Characters specifically name the Chancellor in this regard. A solid fighter and outstanding archer, he might also be of direct, adventuring, help to the Characters, but only if this is absolutely necessary.

MISCONCEPTIONS

Allavandrel has a fair idea of who influences the Graf, although he is inclined to overestimate the influence of the Marshals and Ar-Ulric.

GOALS

Allavandrel likes the idea of a Dwarf Tax, but knows it will lead to trouble: he is unhappy that Rallane is being blamed, and would like to see his friend exonerated on this score. He has no opinion about the other taxes. Knowing that the Graf is ailing, and the city is vulnerable, he wonders whether he should become more active politically.

The Elf has a taste for adventure. He knows that Baron Heinrich (see 'The Todbringer Family,' page 32) thinks well of him, and he is not blind to the fact that Heinrich would make a fine Graf. He is wise enough to know that such thoughts may not be spoken, but he would encourage any Character who seemed to share in this notion. Given the Graf's condition, surely the time for action cannot be more than a year or two away. However, he won't take any overt risks.

During Carnival week, Allavandrel's main goal is retain his archery title, and to have as much fun as possible: high life at night, possibly helping the Characters by day with information and introductions to other NPCs. However, he will talk the matter over with Rallane first, and only after the Characters have made some appreciable headway on their own.

THE OTHER NPCs

Josef Sparsam — Chancellor: Allavandrel has always felt a little sorry for him, feeling that this honest but painfully shy man is not a bad fellow if given a chance. He has taken the trouble to rescue Sparsam from social embarrassment once or twice, but their relations are still formal. Allavandrel has not been in a position to notice any odd behaviour or signs of addiction.

Dieter Schmiedehammer — Champion: A good friend and drinking companion, Allavandrel enjoys Dieter's company above most other humans. Dieter and Allavandrel have not discussed the tax changes, but he was surprised to learn of Dieter's expressed views from Rallane.

Rallane Lafarel — Minstrel: Very close friends, they wine, dine, and sing together, and encourage each other in the pursuit of occasional but always memorable romances. Allavandrel is rather more steady and realistic than Rallane, and often ends up having to escort the minstrel home after a heavy night.

Katarina Todbringer — 'The Princess': Thinks her naïve, but kindly and charitable.

Hildegard Zimmerlich — Chaperone: He is indifferent to her, but treats her courteously.

The Midden Marshals: He knows von Genschler very slightly, but has no strong feelings about them.

The Wizards: No dealings. He would be pleased to learn that Janna Eberhauer finds him attractive.

High Priest Ar-Ulric: No dealings. Allavandrel is not overly interested in human religious practices, though is inclined to sympathy with the cults of Taal and Rhya.

Emmanuelle Schlagen — Paramour: Friends, on and off, for some years; they have enjoyed the occasional dalliance, but never more. Allavandrel is glad of this, since he now strongly suspects that Emmanuelle is the Graf's Paramour. He knows nothing of her affair with Ar-Ulric, but suspects from her demeanour that there may be someone else.

Ladies at Court: Friendly with Kirsten and Petra, and has sometimes enjoyed a long evening with Petra. He has also escorted them about town many times. He doesn't like Natasha, thinking her cold and joyless.

Siegfried Prunkvoll — Knight Eternal: Allavandrel finds him ridiculous, and will insult him to anyone who listens.

Gotthard Wallenstein — Komission Convenor: Does not know him personally, but knows from Dieter that the man is a crook, and knows from others that he treats women badly: both things Allavandrel dislikes.

Luigi Pavarotti — Baronial Physician: They have met only once, and that was briefly. As it happened, Luigi was very quiet at the time, and they had a brief conversation about court affairs. Based on this one meeting, Allavandrel feels that the Tilean cannot be as bad as his reputation suggests.

The Law Lords: No dealings. He knows them only by reputation, but imagines they must be rather stuffy.



THE KOMISSION CONVENOR: GOTTHARD WALLENSTEIN

Gotthard Wallenstein chairs both the Komission for Commerce, Trade, and Taxation, and the Governing Body of the Merchants' Guild. This is a remarkable achievement for one who is a relative newcomer to Middenheim. His real identity is Gotthard von Wittgenstein, the only surviving member of a corrupt family of the Reikland nobility, and heavily involved with the Slaaneshi Cult of the Jade Sceptre. He managed to acquire his important public offices thanks to the patronage of the Cult Magus, the Graf's late wife Anika-Elise Nikse. Gotthard is a master of disguise. In his official roles, he wears rich clothing and tints his hair and beard red. Out and about in Middenheim, he has grey-black hair flecked with silver with a dark-brown trimmed beard, and dresses rather shabbily in blues and greys. His eyes are brown. As von Wittgenstein, he is blond-haired and blue-eyed, clean shaven and appears to be in his mid 20s. If approached, he will nearly always claim to be somebody else and suggest that it is a case of mistaken identity. Gotthard is lascivious, avaricious, sycophantic to those he feels he can benefit from, but rude to everyone else. He is not without cunning, having kept one step ahead of Middenheim's spies.

GOTTHARD WALLENSTEIN – MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	32	30	47	42	43	46	41	43	13

Traits: Mental Corruption (Thrill Hunter), Prejudice (killjoys, presumptuous paupers, snobby stewards), Weapon (Rapier) +7

Skills: Bribery 63, Charm 53, Consume Alcohol 45, Cool 44, Entertain (Storytelling) 53, Evaluate 49, Gamble 63, Gossip 61, Haggle 68, Intimidate 37, Leadership 48, Lore (Heraldry 56, Middenheim 51, Reikland 51, Slaanesh 61), Melee (Basic 55, Fencing 50), Play (Harpichord) 48, Ride (Horse) 57, Sleight of Hand 58, Secret Signs (Cultist) 56, Stealth (Urban) 62

Talents: Beneath Notice, Blather, Briber, Carouser, Dealmaker, Doomed (*The apparent threat obsesses you, the hidden one possesses you*), Embezzle, Etiquette (Criminals, Guilders, Nobles), Gregarious, Luck, Noble Blood, Read/Write, Secret Identity

Possessions: Fine or shabby clothing depending on context. Disguise kit. Purse containing coins to a value of 1 crown, d10 doses of Ranald's Delight, Moonflower and/or Weirdroot, d10 candles and a ginger fig.

ROLE

Wallenstein is the Chairman both of the City Komission on Commerce, Trade, and Taxation, and of the Merchants' Guild. The Komission makes representations to the Law Lords on all laws that affect taxes, merchants, and trade, while the Guild represents the interests of the city's merchants. He has maintained both positions (which are technically elected by a semi-democratic process) by a mixture of bribery, extortion, bootlicking, flattery, and threats.

LOCATIONS

Wallenstein lives in an outwardly modest town house in the Brotkopfs district (page 36). It is rather less modest inside, although Wallenstein does not wish to draw attention to his considerable wealth. He is virtually never at home, and after much knocking the door will be opened — on a stout chain — by a hunchbacked servant, Adolphus, who will say that his master is away on business, even if he is in. He is equally hard to find at his various warehouses and businesses around the city. Wallenstein attends some Carnival events, mainly to rub shoulders with the upper classes, and might be encountered by chance amongst merchants in almost any part of the city. He avoids the unsavoury parts of the city, fearing a murder attempt by one of the many people he has swindled.

REACTIONS

No special modifiers, but bribes go a long way.

MISCONCEPTIONS

Wallenstein has a poor idea of who influences Graf Boris, thinking that only the Chancellor and the Law Lords have any real sway.

GOALS

Wallenstein is motivated largely by money and pleasure.

He likes that the tax changes do not affect the city's merchants — and, naturally, has told the Guild that this is due to his influence! The Dwarf Tax puzzles him: they are a significant market. He suspects that Rallane has influenced the Graf, perhaps through some magical song; he has heard that Elves can do this kind of thing. He likes the Temple Tax, and hopes to profit if the temples are forced to sell off property and other assets. The Scroll Tax worries him: fewer wizards might mean fewer apprentices and students, who are easy recruits for the Jade Sceptre; on the other hand, smuggling magical equipment into the city could be profitable.

THE OTHER NPCs

Josef Sparsam — Chancellor: Careful toadying by Wallenstein has created a modest friendship. Delighted to be on good terms with the Chancellor, but considers him lacking in base cunning.

Dieter Schmiedehammer — Champion: Rather fearful of him; he swindled him for a few crowns over a horse deal some months ago, and now regrets it. Knows his reputation and avoids him.

Rallane Lafarel — Minstrel: Avoids him, knowing that he is a smart observer (Elves always are) and is friendly with Dieter.

Katarina Todbringer — 'Princess': Has never met her. Thinks of her as a simple do-gooder, but indulges in lascivious thoughts about her.

Hildegard Zimmerlich — Chaperone: Knows nothing of her.

The Midden Marshals: Indirect dealings only: is very careful to deal with them honestly.

The Wizards: No dealings, but he is apprehensive about wizards in general, fearing that they might ferret out his guilty secrets.

High Priest Ar-Ulric: Has met him briefly, and has no personal feelings. As a devotee of a Ruinous Power, dislikes the cult of Ulric, but does not see the High Priest as a threat.

Emmanuelle Schlagen — Paramour: She rebuffed him when she was an actress, and he would delight in her downfall.

Ladies at Court: Rarely meets them, but behaves in what he imagines to be a courtly manner and tries to hide his baser instincts. Likes to think that they are well-disposed to him, except for the 'cold, stuck-up' Natasha.

Siegfried Prunkvoll — Knight Eternal: No dealings, but he knows his reputation as a fool, and takes pleasure in privately mocking him.

Allavandrel Fanmaris — Master of the Hunt: Minimal dealings; indifferent.

Luigi Pavarotti — Baronial Physician: Never heard of him.

The Law Lords: Wallenstein has regular bi-monthly meetings with them in his capacity as Chairman of the City Kommission. Hoflich has been quite friendly lately, and he takes this as a sign that he is growing in influence. He will claim to be friendly with all the Law Lords.

DEADLY SECRET: THE LAST OF THE WITTGENSTEINS

Gotthard has two deadly secrets that the Characters may uncover: his real name is Gotthard von Wittgenstein, and he is a member of the Slaanesh-worshipping Jade Sceptre cult.

The Characters may recognise him from a painting in Castle Wittgenstein (see **Death on the Reik**), but it is no matter if they do not; there will be an incident that makes this clear.

Like most Chaos cults, the Jade Sceptre operates in secret. It recruits among the city's well-to-do pleasure-seekers, with scouts in most of the better hostelrys and in the Collegium Theologica. Only the inner circle knows that the cult's spiritual leader was the Graf's late wife, Baroness Anika-Elise Nikse. Since her untimely death, several senior members have plotted to replace her, including Gotthard. Meanwhile, the powerful Middenheim cell of the Purple Hand has seen an opportunity to weaken its rival.

If confronted with proof of either of these secrets, Gotthard will bribe, beg, wheedle, offer unspeakable 'favours,' and do anything else that he thinks will get him off the hook — or at least, buy him time to arrange the Characters' murder. The Characters might put him in their debt by rescuing him from various foes: rival Slaanesh cultists, Purple Hand agents, Witch Hunters, and even a group of Skaven in search of more Wittgenstein Warpstone. He has considerable resources and contacts in the city, but the Characters might think twice before forming an alliance with him: once he knows that someone knows his secrets, he will inevitably try to have them killed.



THE BARONIAL PHYSICIAN: HERR DOKTOR LUIGI PAVAROTTI

Luigi Pavarotti is employed to take care of the invalid Baron Stefan Todbringer. Only recently arrived in Middenheim, he lives in the Inner Palace close by Stefan's rooms, but is also to be found enjoying the city's night-life. He can be encountered at a market of some kind (especially one selling food and drink), in a boisterous area, or singing at some hostelry or other. Luigi is a flamboyant, larger-than-life character, tall and heavily built, but with a fair amount of muscle beneath the flab. His face is framed by a wild mane of curling black hair and an unkempt beard. He shouts rather than speaks, gestures wildly, and appears half crazed. Luigi has enormous energy, large appetites and does everything to excess, but is basically a good-hearted soul. He dresses in outrageous attire, and eats and drinks prodigiously. He will flirt with any friendly character he encounters, either subtly or none-too-subtly, according to his estimation of the character concerned. He hails from Miragliano in the Tilean City States, and bursts into snatches of Miraglianese opera at frequent intervals. Luigi isn't half as uncontrolled as he seems, and merely appears to overlook something he has actually noticed. He is only earnest when absolutely necessary.

LUIGI PAVAROTTI – CON ARTIST (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	52	32	43	40	55	56	60	64	50	62	17

Skills: Athletics 76, Bribery 77, Charm 87, Climb 68, Consume Alcohol 73, Cool 73, Dodge 66, Drive 66, Endurance 65, Entertain (Acting 72, Singing 82, Storytelling 82), Evaluate 82, Gamble 82, Gossip 85, Haggle 82, Heal 74, Hypnotism 84, Intimidate 53, Intuition 70, Leadership 82, Language (Thief 84, Tilean 84), Lore (Anatomy 74, Heraldry 79, Magic 69, Medicine 74, Middenheim 74), Melee (Basic 67, Brawling 72), Navigation 74, Perception 75, Row 63, Sail 76, Sleight of Hand 75, Swim 63

Talents: Blather, Carouser, Cat-tongued, Coolheaded, Dealmaker, Doomed (*They who in oceans ply their toil are plunged where whirling surges boil*), Etiquette (Nobles), Fast Hands, Field Dressing, Gregarious, Luck, Read/Write, Savvy, Seasoned Traveller, Strong Back, Suave, Tenacious, Very Strong

Possessions: Fine quality (if gaudy) court clothing. Jewellery worth 10 crowns, including a highly polished silver coin on a chain. Purse containing coins to a value of 2 crowns.

ROLE

Luigi cares for the ailing Baron Stefan, and his relative success gives him modest influence with Graf Boris (1 vote).

LOCATIONS

Luigi lives in the Inner Palace, close by Stefan's rooms (see Map 4). He will attend many Carnival events, and is particularly looking forward to the opera recitals. He might also be encountered at almost any hostelry, food market, or house of ill repute. If the Characters witness him ministering to Baron Stefan, they will see him using hypnosis (page 149).

REACTIONS

Attractive people and Elves: Anyone with the *Attractive* Talent will always benefit from it when interacting with Luigi, even if they have wronged him in the past. Treat all Elf Characters as if they have the *Attractive* Talent when dealing with Luigi.

KNOWLEDGE

Luigi knows nothing important, save for his perceptions about Ar-Ulric (see below). Beside his modest influence, his main importance is his Hypnotism skill, which could help free Dieter from the suggestions that force him to support the new taxes (see **'You Are Feeling Sleepy...'** page 87). His medical and herbal Skills might also be useful.

Luigi's devil-may-care attitude and foreign origins may lead to some initial suspicions, and close association with him will cause friction with the more respectable major NPCs (not least the Chaperone). However, if Characters can satisfy his goals and appetites — an expensive, exhausting, and potentially embarrassing undertaking — and clearly mean no harm to him or to the Todbringer family, he can be a very helpful contact.

MISCONCEPTIONS

Luigi has little idea of who influences Graf Boris. He underestimates his own influence, but the Graf would listen to him out of gratitude for his work with Stefan.

GOALS

Luigi is entirely unconcerned with politics: his goals revolve around carnal pleasures of all kinds, and the welfare of Baron Stefan.

THE OTHER NPCs

Josef Sparsam — Chancellor: Sadly repressed. Luigi has observed the recent changes in his behaviour and has wondered if Sparsam is taking something, but remains uncertain. He will not mention the possibility unless the Characters suggest it first.

Dieter Schmiedehammer — Champion: Thinks he may have seen him briefly. Sad that he is to be married; regards marriage as the end of pleasure.

Rallane Lafarel — Minstrel: Likes his music and knows of his carousing reputation: would like to know him better.

Katarina Todbringer — ‘Princess’: Knows that she is far above his station, but has a soft spot for her all the same. Considers her charming, and will voice his support for any likeable Character who attempts to win her friendship, or indeed her heart.

Hildegard Zimmerlich — Chaperone: A repressed old hag who would destroy all pleasures simply because she lacks the capacity for enjoyment.

The Midden Marshals: Knows nothing of them, and will try to steer the conversation toward his own exploits against pirates as an Admiral of the Tilean Navy. His wild (but completely true) stories go on for hours unless someone stops him, in which case he will good-naturedly promise to finish the story later.

The Wizards: Knows nothing of them, but thinks he has seen Janna Eberhauer at a court event, and will beg the Characters to introduce him to her. He has an interest in Jade magic, although he will not give this away. Whilst he is a layman, magic is not strange to him — Luigi has lived an interesting life.

High Priest Ar-Ulric: No strong feelings. Secretly he has noted the High Priest’s anxiety and strongly suspects some forbidden affair, but does not know, or care, who the other party might be.

Emmanuelle Schlagen — Paramour: Unaware that she is the Graf’s paramour, and would not have approached her romantically had he known. Admits frankly that she turned him down, and seems genuinely puzzled— especially since he told her of his herbal preparations for enhancing one’s vigour.

Ladies at Court: Despite his mannerisms, Luigi is the heart of discretion. He does not readily admit to his exploits with Petra and Natasha, but it can be wheedled out of him eventually. Knows Kirsten is to be married (but not to whom) and has made no advances to her: *‘Married? Of course! But not one about to be married, for such love is still true!’*

Luigi will wax poetic — in his usual, shockingly forthright way — about the beauty, grace, and charm they bring to the court.

Siegfried Prunkvoll — Knight Eternal: Has never heard of him, but would ridicule him thoroughly if told about him.

Allavandrel Fanmaris — Master of the Hunt: Met him briefly while slightly hung-over and melancholic; liked him and will be pleased to learn of his dissolute nature, immediately suggesting a party for the two of them and a few friends.

Gotthard Wallenstein — Komission Convenor: Never heard of him.

The Law Lords: Knows them only by reputation, but feels that Middenheim’s licensing laws should be revised so he can go carousing at any hour, day or night, as he could in Miragliano.

LUIGI VERSUS HILDEGARDE

If the Characters follow the chaperone’s suggestion to try to remove Luigi, the Physician will readily forgive them and hatch a counter-plot should they inform him. This could work to their advantage.

Luigi can let the Characters know that for all her apparent airs Hildegard loves nothing more than a tense game of cards, *Red Empress* and *Cripple My Pig* being favourites. If the Characters can host an entertaining game at a suitable venue, and keep the wine flowing freely, the chaperone will likely spend the following day dealing with her hangover. In order to do this successfully characters would have to meet Hildegard at an event such as the Garden Party, tactfully suggest to her that they are serious players about to host a game with moderate stakes (she would consider penny stakes too cheap, but crowns to be too vulgar), and then remain charming whilst ensuring that she is challenged without being trounced. Provided the games are closely fought and the atmosphere convivial, she will happily drink herself into a stupor.

While this will not remove Hildegard completely, she will be less perceptive than usual while hungover (–30 to all Tests in locations of bright light or loud noises — essentially every Carnival event), and may fail to accompany Katerina at all if she is feeling particularly poorly. This will allow Characters an opportunity to make Katerina’s acquaintance and benefit from whatever insight, introductions, and prestige conversing with her might provide.

THE LADIES AT COURT

The ladies are considered together, although they are rather different in terms of their characters and personalities. They attend court functions, adding a note of elegance and beauty to their surroundings. They may also escort diplomats who are visiting Middenheim, and have undertaken diplomatic missions in the past. They are often seen at court functions and State ceremonials, but are normally impossible to approach.



NATASHA SINNLICH

Natasha is an accomplished and ambitious courtier. She stands almost 6' ft tall, with platinum-blonde hair and ice-blue eyes. She is a glacial beauty, favouring black, deep blue, and silver in her clothing, which is striking against her platinum-blonde hair. Very formal and correct in her behaviour, Natasha is an amoral power worshipper for whom money is important only as a source of control. She wishes that she had more influence at court than she currently does, and rarely leaves the palace.

NATASHA SINNLICH – ENVOY (SILVER 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	38	35	38	48	47	48	37	47	38	61	12

Skills: Athletics 63, Art (Writing) 52, Bribery 86, Charm 86, Consume Alcohol 58, Cool 56, Drive 63, Endurance 63, Evaluate 60, Gamble 57, Gossip 89, Haggle 71, Intimidate 48, Intuition 57, Language (Classical) 82, Leadership 76, Lore (Middenheim 62, Politics 77), Perception 67, Ride (Horse) 63, Row 48

Talents: Attractive, Cat-Tongued, Doomed (*Oh to live among the cream is to live to see many grandsons*), Etiquette (Nobles), Gregarious, Read/Write, Savvy, Schemer, Suave

Possessions: Fine quality court clothing. Jewellery worth 30 crowns. Purse containing coins to a value of 3 crowns.

KIRSTEN JUNG

Kirsten is an important envoy with a mercantile background. Kirsten is in her mid-20s, of medium height and build, with ash-blonde hair and deep-blue eyes. She is a wise and ingenious woman, reserved, intuitive, and a good judge of people. Having recently become engaged to the Graf's Champion, Dieter Schmiedehammer. Away from court functions, she favours simple clothes in classically good taste.

KIRSTEN JUNG – ADVISOR (SILVER 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	44	38	39	48	58	55	32	48	46	67	15

Skills: Animal Care 58, Athletics 65, Art (Writing) 42, Bribery 87, Charm 92, Consume Alcohol 58, Cool 49, Drive 75, Endurance 63, Evaluate 66, Gamble 58, Gossip 90, Haggle 87, Intuition 83, Language (Classical 58, Bretonnian 58, Guilder 58), Leadership 72, Lore (Middenheim 63, Politics 58), Perception 78, Ride (Horse) 65, Row 49

Talents: Blather, Doomed (*Live humbly yet heartily, live long*), Etiquette (Guilders, Nobles), Gregarious, Read/Write, Savvy, Suave

Possessions: Fine quality court clothing. Jewellery worth 20 crowns. Purse containing coins to a value of 3 crowns.



PETRA LIEBKOSEN

Petra is an active socialite, often seen out and about in Middenheim. Petra is in her mid-20s, of medium height and build. She has shoulder length, curly dark-brown hair and dark-brown eyes. Her chin is prettily dimpled, and she has a mole on her left cheek. She prefers more elaborate clothes to Kirsten, and is always flamboyantly but stylishly dressed. She is an active socialite, who knows that love and beauty are a lot less durable than gold and diamonds. Materialistic, hedonistic, and extroverted, Petra loves gossip, but takes care what she says to whom.

PETRA LIEBKOSEN – ENVOY (SILVER 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	37	36	47	54	55	60	43	38	62	14

Skills: Athletics 70, Art (Writing) 65, Bribery 82, Charm 87, Consume Alcohol 67, Cool 51, Dodge 65, Drive 65, Endurance 67, Entertain (Storytelling) 82, Evaluate 46, Gamble 63, Gossip 95, Haggle 72, Intimidate 46, Intuition 69, Language (Classical) 53, Leadership 67, Lore (Middenheim 63, Politics 58), Melee (Basic) 47, Perception 64, Ride (Horse) 65, Row 46

Talents: Attractive, Carouser, Doomed (*Offered sanctuary, you find that you cannot take it with you*), Etiquette (Nobles), Gregarious, Read/Write, Savvy, Suave

Possessions: Fine quality court clothing. Jewellery worth 35 crowns. Purse containing coins to a value of 3 crowns.

ROLE

The Ladies at Court bring elegance and beauty to court functions, facilitate networking, and escort important visitors.

LOCATIONS

All reside in the Outer Palace (see Map 4), and attend many Carnival events. Kirsten is usually with Dieter; Petra frequents expensive hostleries by night, often with a rich and handsome NPC; Natasha escorts VIP visitors around the Palace and to the more highbrow Carnival events.

REACTIONS

Kirsten has a soft heart, and her opinion of people varies depending on how she perceives their motives. Characters who present themselves as kindly or concerned benefit from +10 to **Fellowship** when dealing with Kirsten — those who present themselves as self interested or malign suffer a -20 to **Fellowship** Tests. How Kirsten perceived a Character's moral fibre is at the GM's discretion, though she tends to be a good judge of character.

With Petra, any Character with the *Attractive* Talent gains the full benefit of this trait.

With Natasha, all **Fellowship** Tests are unmodified, but she will never show any Character any real warmth or friendship.

KNOWLEDGE

Kirsten knows little of use, but has influence with Dieter and their friends (for example Rallane and Allavandrel).

Natasha knows who influences the Graf, but no more.

Petra knows a great deal of useful gossip, but she must be approached in the right way: gold is sordid; jewellery is always welcome; and a favour for a friend is best of all.

She knows who influences the Graf.

The Chancellor recently made advances to her: this uncharacteristic behaviour may make the Characters curious.

Emmanuelle is the Graf's paramour. Petra dismissed the idea that she is having an affair with Ar-Ulric, but if a Character mentions it, she might say, *'I wondered about that.'*

She knows about Hildegard Zimmerlich's nephew (see **'The Harmacist'**, page 92).

Rallane has a crush on the Princess. He is not behind the Dwarf Tax: it is not his style, and he lacks any political allies.

MISCONCEPTIONS

Petra and Natasha both know who influences the Graf. Kirsten over-estimates Ar-Ulric's influence.

GOALS

Kirsten is looking forward to marrying Dieter and leaving court for a quieter life. However, she is worried about the growing tension in court circles.

Petra is focused entirely on her pursuit of good times and lavish presents.

Natasha longs to increase her influence, and may pretend to be more influential than she really is.

THE OTHER NPCs

Josef Sparsam — Chancellor: Kirsten and Natasha ignore him. Petra was surprised when he propositioned her recently. She dislikes him, but thinks he may become a good source of presents. The Chancellor has forgotten the incident, and currently harbours a secret crush on the unknowing Natasha.

Dieter Schmiedehammer — Champion: Kirsten loves him, but thinks his support of the new taxes is odd — as is his refusal to discuss the matter with her. Petra likes him, but only for Kirsten's sake: he is a little dull for her taste. Natasha dismisses him as weak for his decision to leave the court.

Rallane Lafarel — Minstrel: Kirsten knows him through Dieter, and likes him. Petra likes his music, and she has met many useful people at his parties: knowing his romantic nature, she considers him a possible source of future interest. Natasha dislikes him for his frivolity.

Katarina Todbringer — 'The Princess': All three resent Katarina's condescending attitude: Kirsten responds with irritation; Petra with elegant put-downs; and Natasha with icy coldness.

Hildegard Zimmerlich — Chaperone: Heartily disliked by all of them. Natasha has considering putting poison in her drink.

The Midden Marshals: Few dealings. Kirsten knows them slightly through Dieter, and liked von Genscher after a brief meeting, but is neutral otherwise. Petra is regularly escorted by one or other of them, and is currently toying with von Genscher's son Anton. Natasha dismisses them, especially since they avoid politics.

The Wizards: No dealings, except that Petra has enjoyed a few drinks with Deputy High Wizard Janna Eberhauer.

High Priest Ar-Ulric: Kirsten is devoted to Shallya and dislikes the martial cult of Ulric, but has nothing against the High Priest personally. Petra has noticed his recent discomfiture and wonders about him and Emmanuelle, but doubts they would be so stupid. Natasha would like to see his downfall, except that it would mainly benefit the cult of Sigmar, which she dislikes even more.

Emmanuelle Schlagen — Paramour: Kirsten is somewhat friendly with Emmanuelle, and suspects nothing of her involvement with the Graf or Ar-Ulric. Petra and Emmanuelle have similar personalities and get on well, but are not close; Petra knows about the Graf and wonders about Ar-Ulric. Natasha strongly suspects that Emmanuelle is Graf Boris's paramour, and is jealous of the power this must give her; she knows nothing of the affair with Ar-Ulric.

The Ladies at Court: The Ladies at Court share a certain *esprit de corps*, and despite their differences are generally reluctant to attack each other. Kirsten and Petra have a superficial friendship. Kirsten respects Natasha, while Petra ignores her. Natasha regards them both as rivals.

Siegfried Prunkvoll — Knight Eternal: Kirsten thinks him harmless and not a bad sort; Petra thinks him a fool; and Natasha despises him for his tedious manner and small intellect.

Allavandrel Fanmaris — Master of the Hunt: Kirsten and Petra both like him as a companion about town, and Petra enjoyed an occasional dalliance with him in the past. Natasha dislikes him, taking his open sociability for a lack of discrimination.

Gotthard Wallenstein — Komission Convenor: Kirsten does not know him. Petra is disgusted by him, having found that he requires 'favours' in return for anything — even a drink. Natasha disliked him at first glance.

Luigi Pavarotti — Baronial Physician: Kirsten has met him once or twice, and finds him alarming. Petra found his company stimulating but exhausting. Natasha had a brief fling with the man, and was left somewhat bitter by the affair.

The Law Lords: No dealings, although Natasha would like to be closer to such politically powerful men.

THE LAW LORDS

The three Law Lords are appointed by Graf Boris to advise on all legislation in Middenheim. They remain carefully aloof from others at a personal level, to preserve their impartiality and forestall accusations of influence and corruption. They are sometimes seen at State functions, but are generally unapproachable to the bulk of the populace. Written petitions concerning proposed laws are received at their offices, but audiences cannot be arranged. All three men dress in fine quality but sombre clothings, wearing brooches made of gold filigree in the shape of a set of balances as their badges of office.



REINER EHRLICH

Reiner is a man of about 40, slender of build, of average height. His little remaining hair is brown and his eyes are hazel. A quiet, unassuming individual, Reiner does his best to ensure that no laws are drafted which might produce an unavoidable deterioration in the conditions of the poor or disadvantaged. He is prone to severe depressions. He loves animals and keeps many in his home.

REINER EHRLICH – BARRISTER (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	33	30	49	55	43	52	64	57	51	16

Skills: Bribery 66, Charm 56, Consume Alcohol 54, Cool 60, Endurance 69, Evaluate 67, Gossip 64, Haggle 71, Intuition 60, Language (Classical 84, Guilder 84), Leadership 56, Lore (Middenheim 69, Law 89, Politics 74, Theology 74), Perception 75, Research 84, Secret Signs (Guilder) 74

Talents: Argumentative, Beneath Notice, Blather, Bookish, Doomed (*No peace of mind, just a mind in pieces*), Etiquette (Guilder, Nobles, Scholars), Read/Write, Savant (Law), Savvy, Speedreader, Super Numerate, Supportive

Possessions: Sombre robes over quality clothing. Badge of office. Purse containing coins to a value of 2 crowns.



JOACHIM HOFLICH

Joachim was in his early 50s, of medium build and height with close cropped black hair and grey-green eyes. Quiet and formal, he presented a dignified appearance, but possessed a wry sense of humour which took some unwary folk by surprise. He was a keen observer, decisive and unforgiving.

For these reasons Karl-Heinz Wasmeier decided he was too great a liability to remain alive during the culmination of the Purple Hand's schemes. So he was killed and replaced with the Doppelgänger, who mimics Joachim's mannerisms and habits deftly.

JOACHIM HOFLICH – BARRISTER (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	35	40	30	30	35	35	45	30	10	13

Traits: Immunity to Psychology, Shapeshifter*, Weapon+7

* **Shapeshifter:** A Doppelgänger can assume the likeness of any humanoid creature it has seen, between 4 and 8 ft tall. The likeness is close enough that only those very familiar with the original have any hope of spotting the deception, and even then it will take a **Hard (-10) Perception** Test to sense that something is wrong.

Possessions: Sombre robes over quality clothing. Badge of office. Purse containing coins to a value of 2 crowns.

KARL-HEINZ WASMEIER

Karl-Heinz is about 40, tall, of medium build, with medium length wavy brown hair and brown eyes. Unbeknown to the other Law Lords (or, indeed, anyone else at court), he is head of the Inner Circle of the Cult of the Purple Hand. He is clever, cruel, and ruthless, but few who meet him would think it. In the course of his professional duties he is careful to appear professional, reasonable, and quietly humane. He is the only Law Lord to have publicly voiced doubts over the taxes.

KARL-HEINZ WASMEIER – BARRISTER (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	32	34	56	58	53	55	64	57	64	18

Traits: Weapon (Dagger) +6

Skills: Bribery 84, Channeling (Dhar) 77, Charm 84, Consume Alcohol 71, Cool 80, Dodge 68, Endurance 76, Entertain (Acting) 74, Evaluate 77, Gossip 82, Haggle 84, Intimidate 54, Intuition 73, Language (Classical 84, Magick 84), Leadership 84, Lore (Middenheim 79, Law 84, Politics 79, Theology 74, Tzeentch 84), Melee (Basic) 43, Perception 78, Research 84, Secret Signs (Purple Hand 84, Wasmeier's Cipher 89), Sleight of Hand 75, Stealth (Urban) 63

Talents: Argumentative, Beneath Notice, Blather, Bookish, Cat-tongued, Chaos Magic (Tzeentch), Commanding Presence, Criminal, Disciple of Change, Doomed (*No juggler ought to tarry too long afront the hostile crowd*), Etiquette (Guilder, Nobles, Scholars), Gregarious, Read/Write, Magical Sense, Master of Disguise, Petty Magic, Savant (Law), Savvy, Schemer, Secret Identity, Speedreader, Suave, Super Numerate, Supportive

Possessions: Sombre robes over quality clothing. Badge of office. Purse containing coins to a value of 2 crowns.

SPELLS

Petty Magic Spells: Dazzle, Dart, Eavesdrop, Magic Flame, Warning

Arcane Spells: Aethyric Armour, Aethyric Arms, Bridge, Drop, Flight, Push

Lore of Tzeentch Spells: Bolt of Change, Boon of Tzeentch, Blue Fire of Tzeentch, Curse of Tzeentch, Master of Fortune, Treason of Tzeentch



ROLE

The Law Lords advise the Graf on legal matters. Many city organisations submit recommendations, and the Worshipful Guild of Legalists assists them in drafting new laws. The Law Lords remain carefully impartial. Very influential as a group (3 votes).

LOCATIONS

The Law Lords have rooms in the Inner Palace and town houses. Audiences are only granted to representatives of key interests in Middenheim — certainly not to mere adventurers.

Ehrlich is hiding in his house, receiving only the daily food deliveries for himself and his animals. Wasmeier is 10% likely to be home at any time. Otherwise he is in the palace, with his pawns, or attending some event. The same applies to Hofflich.



REACTIONS

The famously impartial Law Lords are rarely swayed by **Fellowship Tests** — grant the Law Lords +6 SL in any opposed Test they make to resist being Charmed, Intimidated, etc.

KNOWLEDGE

Nearly two months ago, Ehrlich's niece Reya was kidnapped; Hoflich told him to support the proposed taxes if he wanted to see her again. Ehrlich complied, and the taxes were passed. Ehrlich immediately fled to his house, following Hoflich's instructions to see and speak to no one until after the Carnival — when, Hoflich promised, Reya will be returned unharmed.

The Doppelgänger knows which NPCs Wasmeier controls, and knows its own role in the plot.

Wasmeier, of course, knows everything about the plot. He also knows the identities of the Purple Hand's leaders in Middenheim.

Questioning Hoflich or Wasmeier will arouse their suspicions. Hoflich will ask — a little too keenly — who else the Characters have met; Wasmeier, more cautious, will secretly hinder them until he can silence all of them at once.

MISCONCEPTIONS

The Law Lords know who influences the Graf, but underestimate the influence the 'Princess' could have if she chose to use it.

GOALS

Ehrlich will not act until he knows his niece is safe. This is crucial to the pacing of the adventure, since Ehrlich's knowledge makes further investigation unnecessary.

The Doppelgänger is looking forward to 'becoming' Graf Boris. If it believes Wasmeier has failed, it will adopt a deliberately nondescript Human form and flee the city.

Wasmeier's goals are detailed in '**Chapter Three: The Evil Plot**'. If all is lost, he will follow his prearranged escape plan (see '**Wasmeier at Bay**,' page 111).

THE OTHER NPCs

Josef Sparsam — Chancellor: Formal but mildly cordial relations. Wasmeier controls him through his addiction.

Dieter Schmiedehammer — Champion: No dealings. Wasmeier controls him through hypnotism.

Rallane Lafarel — Minstrel: No dealings. Wasmeier and the Doppelgänger avoid him in case he senses something wrong about Hoflich.

Katarina Todbringer — the 'Princess': Rare, formal encounters. Wasmeier knows she influences the Graf, but believes he does not need her.

Hildegarde Zimmerlich — Chaperone: Rare, formal interactions.

The Midden Marshals: Rare professional meetings. Wasmeier believes their avoidance of politics will keep them from becoming a problem.

The Wizards: A member of the Wizards' Guild, Wasmeier maintains good relations with them. Helseher believes Wasmeier's denials about the Scroll Tax.

High Priest Ar-Ulric: Occasional formal dealings. Wasmeier thinks Ar-Ulric and Ehrlich are closer than they really are, and worries that Ehrlich's depression and Ar-Ulric's obvious stress may push one or both into a dangerous breakdown.

Emmanuelle Schlagen — Paramour: To Ehrlich, she is just another Lady at Court. Wasmeier relies on her to keep Ar-Ulric from crumbling until the plan is completed.

Ladies at Court: No interactions.

Siegfried Prunkvoll — Knight Eternal: Dismissed as irrelevant.

Allavandrel Fanmaris — Master of the Hunt: Few interactions. Wasmeier is mildly concerned about his friendship with the Minstrel — two sharp Elven minds might be a threat — but believes they have little influence over the Graf.

Gotthard Wallenstein — Kommission Convenor: Regular meetings. Ehrlich regards him as a crook. Wasmeier sees him as a possible scapegoat. Neither knows of his connection to the Jade Sceptre.

Luigi Pavarotti — Baronial Physician: Ehrlich has never met him. Wasmeier worries about his unpredictable nature and may decide to have Klaglich and her minions (see '**Pawns of the Evil Wizard**,' page 96) kill him if he becomes a threat.

DEADLY SECRET: THE PURPLE HAND

Wasmeier is Magister Magistri of the Purple Hand, whose Inner Council consists of himself, respected v Gottfried Jarmund, and Chancellor's clerk Erich Kalzbad. Any of them can send cultists or hired thugs to harass or murder; specialists such as skilled assassins take longer to arrange, and are unavailable during this adventure.

Jarmund and Kalzbad know only that all cult members must support the taxes enthusiastically. They know nothing of Wasmeier's plan to seize control of Middenheim.

APPENDIX II DOPPELGÄNGERS



UNFAMILIAR SKIN

Among the many strange creatures engendered by the Incursions of Chaos, the Doppelgängers are perhaps the strangest. These solitary creatures have the ability to change their form into the likeness of any humanoid creature between 4 and 8 feet tall — including clothing and equipment. To do this, they need only to observe their chosen victim for 1 turn, the transformation itself taking but a round to complete. Once they have assumed a Character's identity, it is the practice of these revolting creatures to murder and eat their victims, and then assume their place. A Doppelgänger can reproduce its victim's speech and mannerisms with about 90% accuracy. It cannot replicate special, magical, or Species-specific abilities, such as the Dwarf resistance to magic.

Doppelgänger appear to be unable to reproduce themselves. Therefore, they must be created purely by the forces of Chaos. They are very rare, and, unless caught in the process of transforming their appearance, are almost impossible to identify by other than magical means.



DOPPELGÄNGER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	35	40	30	30	35	35	45	30	10	13

Traits: Immunity to Psychology, Shapeshifter*, Weapon +7

* **Shapeshifter:** A Doppelgänger can assume the likeness of any humanoid creature it has seen, between 4 and 8 ft tall. The likeness is close enough that it will take a **Hard (-10) Perception** Test to sense that something is wrong. In reproducing a Character's armour, Doppelgängers get 1 point less protection than that of the original. For example, a Dwarf wearing a breastplate and helmet gets 2 points of protection to head and body; when duplicated by a Doppelgänger, the double gets only 1 point of protection to these areas.

Physique: The 'natural' form of a Doppelgängers is truly hideous. They are bipedal, humanoid creatures, averaging 6 ft in height. They appear to have no skin, and so their muscles, arteries, and some internal organs are clearly visible.

APPENDIX III

HYPNOTISM



Hypnotism is an Advanced Skill used by some entertainers and mystics; some also believe that it can have medical applications.

Note: The GM is advised to use their discretion when a Player uses this skill. Ensure that the hypnotist's subject is comfortable and open to being hypnotised. Being able to alter the beliefs of an NPC can shortcut many interesting plots in other adventures — be careful before you allow Players to use this skill.

THE SKILL

Hypnotism (Int) *advanced*

This Skill lets you place another Character into a trance. While entranced, the target is only aware of your voice: they will answer questions truthfully, and may remember things that have been wiped from memory by trauma or magic. In addition, you may place orders in the subject's subconscious mind, which will be carried out until the effects of the hypnosis are lifted.

To hypnotise another character, the subject's attention must be kept on the hypnotist for at least a minute. During this time, the hypnotist places the subject in a trance, possibly using a swinging bauble, and speaks in a soothing monotone. If the subject is cooperative, the Hypnotism Test is a simple one: otherwise, it is resisted by the subject's Willpower.

A successful Hypnotism Test indicates that the subject has been placed in a trance. A willing subject remains entranced until the hypnotist decides to end the session. An unwilling subject may make a **Cool** Test each round, opposed by the hypnotist's **Hypnotism** Skill, in order to wake from the trance, but gains one *Stunned* Condition if success is only Marginal.

Questions

The hypnotist may ask questions of an entranced subject, which must be answered truthfully. For each question after the first, the hypnotist must make a **Hypnotism** Test. For every Test after the first, a -5 penalty is applied.

If the Test succeeds, the question may be asked, and must be answered. A Marginal Failure means that the subject does not answer, but remains in a trance. Any worse failure accidentally ends the session: the subject awakes, gaining one *Stunned* Condition on an Impressive Failure, and two on an Astounding Failure.

Post-Hypnotic Suggestions

Implanting a post-hypnotic suggestion requires a successful opposed Test between the hypnotist's Hypnotism Skill, and the subject's Willpower. If the subject already understands the nature of the suggestion, and actively desires to have it implanted — for example, if the suggestion is to forget something horrific that has been causing nightmares, or even insanity — the hypnotist gains a +30 bonus, but the Test must still be made: some resistance remains, even in a willing mind.

Once the suggestion is implanted, the subject will continue to act on it until the task is complete — if it is a finite task — or until the suggestion is removed under hypnosis, whichever comes first.

CAREERS

At the GM's option, *Hypnotism* may be added to the second tier Skill lists of the following Careers.

- ☠ **Physician** (WFRP, page 57), especially if the Character has shown a previous interest in the workings of the mind.
- ☠ **Priest** (WFRP, page 58), deities of healing (to help with mental trauma), and truth (to question witnesses and recover lost memories).
- ☠ **Scholar** (WFRP, page 59), especially if the Character has shown a previous interest in the workings of the mind.
- ☠ **Wizard** (WFRP, page 60), Grey (to confuse the mind), and Light (to assist thought and clarity). Also cult wizards of Slaanesh and Tzeentch.
- ☠ **Spy** (WFRP, page 75)
- ☠ **Hedge Witch** (WFRP, page 78)
- ☠ **Mystic** (WFRP, page 82)
- ☠ **Entertainer** (WFRP, page 87)
- ☠ **Charlatan** (WFRP, page 102)

APPENDIX IV

EXPERIENCE AWARDS

Power Behind the Throne is saturated with chicanery, intrigue, machinations, and skulduggery, providing ample opportunities for the party as a collective, or the Characters as individuals, to gain many experience points for either preventing or participating in various schemes. The following Experience Points may be awarded at suitable points during the adventure — usually at the end of an evening's play. These rewards will also provide some feedback to let them know how they are progressing with the plot. Feel free to award additional Experience Points to Players displaying impressive powers of insight or observation, and other such traits that enhance the enjoyment and experience for everyone at the table.

ROLEPLAYING

For sessions where roleplaying forms the majority of play, 70–100 points may be awarded. For sessions where roleplaying is mixed with other activities, 30–50 points is appropriate. Truly excellent roleplaying may earn up to a maximum of 70 points per session.

PLOT OBJECTIVES

Power Behind the Throne stands out for its rich opportunities to gain experience points throughout. Because of this adventure's unique structure, Experience Point awards are listed by objective rather than by chapter.

THE JOURNEY TO MIDDENHEIM

- ▣ Opening the crate and letter early — 25 points
- ▣ Encounters on the road — 10–30 points

INITIAL INQUIRIES

- ▣ Evading Taxes — 10 points
- ▣ Gathering news and gossip — 30 points
- ▣ Surviving the Purple Hand Ambush — 10–30 points
- ▣ Interrogating Purple Hand cultists — 10–30 points
- ▣ Realising Gotthard Wallenstein is a Wittgenstein — 10 points for the first Character to do so
- ▣ Learning about the Skaven — 10 points
- ▣ Learning about the religious tensions — 10 points
- ▣ Inquiring at Komissions — 15 points per Kommission
- ▣ Inquiring at the Guilds — 10 points per guild
- ▣ Inquiring at the Temples — 10 points per temple
- ▣ Talking to 'Josef' — 20 points

AT THE CARNIVAL

- ▣ Each minor Carnival encounter — 10–30 points
- ▣ Befriending the Troll-Slayer — 10 points
- ▣ Aiding the Merchants — 30 points

- ▣ Gaining the support of the Street Brats — 20 points
- ▣ Attending Carnival Events — 10 points per event
- ▣ Fighting the Minotaur — 20 points
- ▣ Beating the Minotaur — 30 points
- ▣ Placing a winning Snotball bet — 10 points
- ▣ Being invited to the Garden Party — 20 points
- ▣ Challenging the Graf's Champion — 10 points
- ▣ Defeating the Graf's Champion — 30 points
- ▣ Retaining Champion's Title — 20 points
- ▣ Winning the Archery Tournament — 20 points
- ▣ Providing entertainment at appropriate opportunities (busking and so on) — 10 points per successful show

THE MAJOR NPCs

Note: gaining the support of an NPC involves all the necessary steps. For example, de-hypnotising Dieter, getting an independent supply of Ranald's Delight for Sparsam, and so on. Only Characters who actively participate receive the reward.

- ▣ Josef Sparsam — 35 points
- ▣ Rallane Lafarel — 10 points
- ▣ Dieter Schmiedehammer* — 30 points
- ▣ The 'Princess' — 60 points
- ▣ Hildegard Zimmerlich — 50 points
- ▣ The Midden Marshals — 20 points per Marshal
- ▣ The Wizards — 15 points
- ▣ High Priest Ar-Ulric — 45 points
- ▣ Emmanuelle Schlagen — 40 points
- ▣ Luigi Pavarotti — 25 points
- ▣ Reiner Ehrlich — 55 points

*The award for Dieter assumes he is still the Graf's Champion. If not, he has no value.

THE FINALE

- ▣ Killing/capturing Wasmeier — 50 points
- ▣ Preventing the assassination of the Graf — 40 points
- ▣ Defeating Wasmeier's pawns — 30 points
- ▣ Recovering Reya Ehrlich — 10 points
- ▣ Recovering the blackmail letters — 10 points
- ▣ Killing/capturing 'Hoflich' — 10 points

For a successful intervention in a plot to overthrow the city, the Characters each receive 200 points and 1 Fate Point. If the party obtained all of Wasmeier's secret files, they should receive an extra 100 points plus another Fate Point.

APPENDIX IV: MASTER ATTRACTIONS CALENDAR

DAY 1: WELLENTAG

Place	Time	Event
Square of Martials	11 a.m. – 1 p.m.	Challenges to the Graf's Champion
Great Park	Noon – 11 p.m.	Festival of Fine Ales
Square of Martials	2–4 p.m.	Archery Tourney
Royal Gardens	2–4 p.m.	Elven Gymnasts
Royal College of Music	2–5 p.m.	Matinee of Bards and Poets
Bernabau Stadium	4–5 p.m.	Minotaur Fights
Royal Gardens	7–9 p.m.	Play, <i>A Knight's Midsummer Dream</i>
Royal College of Music	7–10 p.m.	Operatic Recitals

Major NPCs Present

Dieter Schmiedehammer (participating), Ulric Schutzmann, Johann Schwermutt, Petra Liebkosen, Siegfried Prunkvoll, Allavandrel Fanmaris

Dieter Schmiedehammer (7–11), Rallane Lafarel (6–11), Ulric Schutzmann (9–10), Johann Schwermutt (5–6), Maximillian von Genscher (5–6), Kirsten Jung (5–6), Petra Liebkosen (5–6), Allavandrel Fanmaris (7–11), Gotthard Wallenstein (1–3), Luigi Pavarotti (5–7)

Maximillian von Genscher, Siegfried Prunkvoll, Allavandrel Fanmaris (participating)

Rallane Lafarel (2–3), Janna Eberhauer (3–4), Emmanuelle Schlagen, Petra Liebkosen

Rallane Lafarel (3–5), Katarina Todbringer (3–5), Hildegard Zimmerlich (3–5), Kirsten Jung, Natasha Sinnlich (4–5), Allavandrel Fanmaris (4–5), Luigi Pavarotti

Dieter Schmiedehammer, Ulric Schutzmann, Johann Schwermutt, Maximillian von Genscher

Katarina Todbringer, Hildegard Zimmerlich, Johann Schwermutt, Albrecht Helseher, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Joachim Hoflich, Karl-Heinz Wasmeier

Josef Sparsam, Janna Eberhauer, Ar-Ulric, Emmanuelle Schlagen, Gotthard Wallenstein, Luigi Pavarotti

DAY 2: AUBENTAG

Place	Time	Event
Square of Martials	11 a.m.–1 p.m.	Challenges to the Graf's Champion
Great Park	Noon–11 p.m.	Festival of Fine Ales
Royal Gardens	2–4 p.m.	Elven Gymnasts
Square of Martials	2–4 p.m.	Archery Tourney
Bernabau Stadium	4–5 p.m.	Minotaur Fights
Royal College of Music	4–6 p.m.	Matinee of Bards and Poets
Royal College of Music	7–10 p.m.	Opera, <i>The Barbarian of Vessille</i>
Royal Gardens	8–10 p.m.	Elven Lightsingers

Major NPCs Present

Dieter Schmiedehammer (participating), Maximillian von Genscher, Siegfried Prunkvoll

Dieter Schmiedehammer (8–11), Rallane Lafarel (8–11), Maximillian von Genscher (2–4), Kirsten Jung (10–11), Luigi Pavarotti (2–4)

Rallane Lafarel, Kirsten Jung

Rallane Lafarel, Ulric Schutzmann, Janna Eberhauer, Petra Liebkosen, Allavandrel Fanmaris (participating)

Natasha Sinnlich, Siegfried Prunkvoll, Allavandrel Fanmaris, Gotthard Wallenstein.

Dieter Schmiedehammer, Rallane Lafarel (participating), Ar-Ulric, Allavandrel Fanmaris (5–6), Luigi Pavarotti.

Katarina Todbringer, Hildegard Zimmerlich, Gotthard Wallenstein, Karl-Heinz Wasmeier

Johann Schwermutt, Janna Eberhauer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Luigi Pavarotti, Joachim Hoflich

DAY 3: MARKTAG

Place	Time	Event
Square of Martials	11 a.m.–1 p.m.	Challenges to the Graf's Champion
Great Park	Noon–11 p.m.	Festival of Fine Ales
Bernabau Stadium	Noon–1 p.m.	The Fire-Breathers of Carroburg
Square of Martials	2–4 p.m.	Archery Tournament
Royal College of Music	2–4 p.m.	Dwarven Valley Choirs
Royal Gardens	2–4 p.m.	Pageant of Mummers Improvisational Theatre
Bernabau Stadium	4–5 p.m.	Minotaur Fights
Royal College of Music	4–6 p.m.	Matinee of Bards and Poets
Royal Gardens	4–8 p.m.	Garden Party
Square of Martials	5–7 p.m.	Barnumble's Incredible Elephant Show
Royal College of Music	7–10 p.m.	Opera, <i>The Barbarian of Vessille</i>

Major NPCs Present

Dieter Schmiedehammer (participating), Ar-Ulric, Kirsten Jung

Dieter Schmiedehammer (8–11), Allavandrel Fanmaris (8–11), Luigi Pavarotti (2–4)

Ulric Schutzmann, Allavandrel Fanmaris

Dieter Schmiedehammer (participating), Rallane Lafarel (participating), Kirsten Jung, Siegfried Prunkvoll, Allavandrel Fanmaris (participating)

Katarina Todbringer, Hildegarde Zimmerlich

None

Ulric Schutzmann, Natasha Sinnlich, Gotthard Wallenstein

Johann Schwermutt, Janna Eberhauer (4–5), Katarina Todbringer, Emmanuelle Schlagen, Allavandrel Fanmaris, Karl-Heinz Wasmeier

Dieter Schmiedehammer (6–8), Rallane Lafarel (4–7), Katarina Todbringer (6–8), Hildegarde Zimmerlich (6–8), Maximilian von Genscher (5–7), Albrecht Helseher (5–6), Janna Eberhauer (5–8), Ar-Ulric (7–8), Emmanuelle Schlagen (6–8), Kirsten Jung (6–8), Petra Liebkosen (4–8), Natasha Sinnlich (5–8), Siegfried Prunkvoll (4–6), Allavandrel Fanmaris (5–8), Gotthard Wallenstein (5–7), Luigi Pavarotti (4–8)

Dieter Schmiedehammer (5–6)

Rallane Lafarel, Maximilian von Genscher, Kirsten Jung, Joachim Hoflich



DAY 4: BACKERTAG

Place	Time	Event
Square of Martials	11 a.m.–1 p.m.	Challenges to the Graf's Champion
Bernabau Stadium	Noon–1 p.m.	The Fire-Breathers of Carroburg
Royal Gardens	2–4 p.m.	Life-Sculpting
Great Park	2–6 p.m.	Horse Fair
Bernabau Stadium	3–5 p.m.	Snotball Quarter-Final 1
Royal College of Music	3–5 p.m.	Dwarven Valley Choirs
Square of Martials	5–7 p.m.	Barnumble's Incredible Elephant Show
Bernabau Stadium	6–8 p.m.	Snotball Quarter-Final 2
Royal College of Music	7–10 p.m.	Opera, <i>The Barbarian of Vessille</i>

Major NPCs Present

Dieter Schmiedehammer (participating), Rallane Lafarel, Ulric Schutzmann, Johann Schwermutt, Maximillian von Genscher, Kirsten Jung, Natasha Sinnlich, Siegfried Prunkvoll, Karl-Heinz Wasmeier

Hildegarde Zimperlich, Janna Eberhauer, Emmanuelle Schlagen

Rallane Lafarel, Katarina Todbringer, Janna Eberhauer, Ar-Ulric (2–3), Emmanuelle Schlagen, Petra Liebkosen (2–3)

Dieter Schmiedehammer (5–6), Janna Eberhauer (4–6), Ar-Ulric (3–6), Siegfried Prunkvoll (3–6), Allavandrel Fanmaris (2–4), Gotthard Wallenstein

Maximillian von Genscher

Dieter Schmiedehammer, Ulric Schutzmann, Kirsten Jung

Johann Schwermutt (6–7), Maximillian von Genscher (5–6), Petra Liebkosen (5–6), Luigi Pavarotti

Rallane Lafarel, Gotthard Wallenstein

Josef Sparsam, Rallane Lafarel, Siegfried Prunkvoll, Luigi Pavarotti

DAY 5: BEZAHLTAG

Place	Time	Event
Bernabau Stadium	Noon–1 p.m.	The Fire-Breathers of Carroburg
Royal Gardens	2–4 p.m.	Life-Sculpting
Great Park	3–4 p.m.	Flying Displays
Royal College of Music	3–5 p.m.	Elven Lightsingers
Bernabau Stadium	3–5 p.m.	Snotball Quarter-Final 3
Square of Martials	5–7 p.m.	Exhibition of Heraldic Arts
Bernabau Stadium	6–8 p.m.	Snotball Quarter-Final 4
Royal College of Music	7–10 p.m.	Opera, <i>The Barbarian of Vessille</i>
Square of Martials	11 a.m.–2 p.m.	Ice Dance Championships

Major NPCs Present

Johann Schwermutt, Petra Liebkosen, Natasha Sinnlich, Allavandrel Fanmaris

Petra Liebkosen (2–3)

Maximillian von Genscher, Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen, Natasha Sinnlich

Rallane Lafarel (participating), Katarina Todbringer, Hildegarde Zimperlich, Ar-Ulric, Kirsten Jung, Allavandrel Fanmaris

Dieter Schmiedehammer, Gotthard Wallenstein, Luigi Pavarotti

Josef Sparsam (5–6), Johann Schwermutt, Ar-Ulric, Siegfried Prunkvoll, Gotthard Wallenstein, Joachim Hoflich, Karl-Heinz Wasmeier

Ulric Schutzmann, Maximillian von Genscher, Allavandrel Fanmaris, Gotthard Wallenstein, Luigi Pavarotti

Dieter Schmiedehammer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen

Rallane Lafarel (participating), Katarina Todbringer (11–12), Hildegarde Zimperlich (11–12), Janna Eberhauer

DAY 6: KONIGSTAG

Place	Time	Event
Square of Martials	11 a.m.–2 p.m.	Ice Dance Championships
Bernabau Stadium	2–4 p.m.	Snotball Semi-Final 1
Royal College of Music	2–4 p.m.	Giuseppe Pastrami's Luccinian Liturgical Castrates Choir
Great Park	2–6 p.m.	Pageants and Jousting
Bernabau Stadium	5–7 p.m.	Snotball Semi-Final 2
Square of Martials	5–7 p.m.	Exhibition of Heraldic Arts
Royal College of Music	7–10 p.m.	Opera, <i>The Barbarian of Vessille</i>
Great Park	9–11 p.m.	Illuminations of the Black Pool

Major NPCs Present

Rallane Lafarel (participating), Emmanuelle Schlagen, Kirsten Jung, Allavandrel Fanmaris (participating)

Allavandrel Fanmaris, Gotthard Wallenstein

Josef Sparsam, Rallane Lafarel, Ar-Ulric, Emmanuelle Schlagen, Kirsten Jung, Luigi Pavarotti, Karl-Heinz Wasmeier

Katarina Todbringer (4–5), Hildegard Zimmerlich (4–5), Johann Schwermutt (2–3), Janna Eberhauer (2–4), Petra Liebkosen (2–4), Natasha Sinnlich (2–5), Siegfried Prunkvoll (2–5)

Dieter Schmiedehammer, Johann Schwermutt, Gotthard Wallenstein, Luigi Pavarotti

Katarina Todbringer, Hildegard Zimmerlich, Ulric Schutzmann, Maximilian von Genscher, Siegfried Prunkvoll

Ar-Ulric, Natasha Sinnlich

Rallane Lafarel, Ulric Schutzmann, Maximilian von Genscher (9–10), Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen

DAY 7: ANGESTAG

Place	Time	Event
Square of Martials	11 a.m.–12.30 p.m.	Water Polo Tourney
Bernabau Stadium	2–4 p.m.	Snotball Final
Royal College of Music	2–4 p.m.	Giuseppe Pastrami's Luccinian Liturgical Castrates Choir
Great Park	2–6 p.m.	Pageants and Jousting
Royal College of Music	6 p.m.–Midnight	Opera, <i>The Ring of the Nibble Unger Lied</i> (Part 1)
Great Park	9–11 p.m.	Illuminations of the Black Pool

Major NPCs Present

Rallane Lafarel, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Allavandrel Fanmaris

Dieter Schmiedehammer, Rallane Lafarel, Ulric Schutzmann, Johann Schwermutt, Maximilian von Genscher, Natasha Sinnlich, Allavandrel Fanmaris, Gotthard Wallenstein, Luigi Pavarotti

Katarina Todbringer, Hildegard Zimmerlich, Ar-Ulric, Siegfried Prunkvoll

None

Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll, Gotthard Wallenstein, Luigi Pavarotti, Joachim Hoflich, Karl-Heinz Wasmeier

Albrecht Helseher, Janna Eberhauer, Ar-Ulric, Emmanuelle Schlagen

DAY 8: FESTAG

Place	Time	Event
Great Park	2–6 p.m.	Pageants and Jousting
Royal College of Music	6 p.m.–Midnight	Opera, <i>The Ring of the Nibble Unger Lied</i> (Part 2)
Great Park	Midnight–2 a.m.	Illuminations of the Black Pool (Grand Finale)

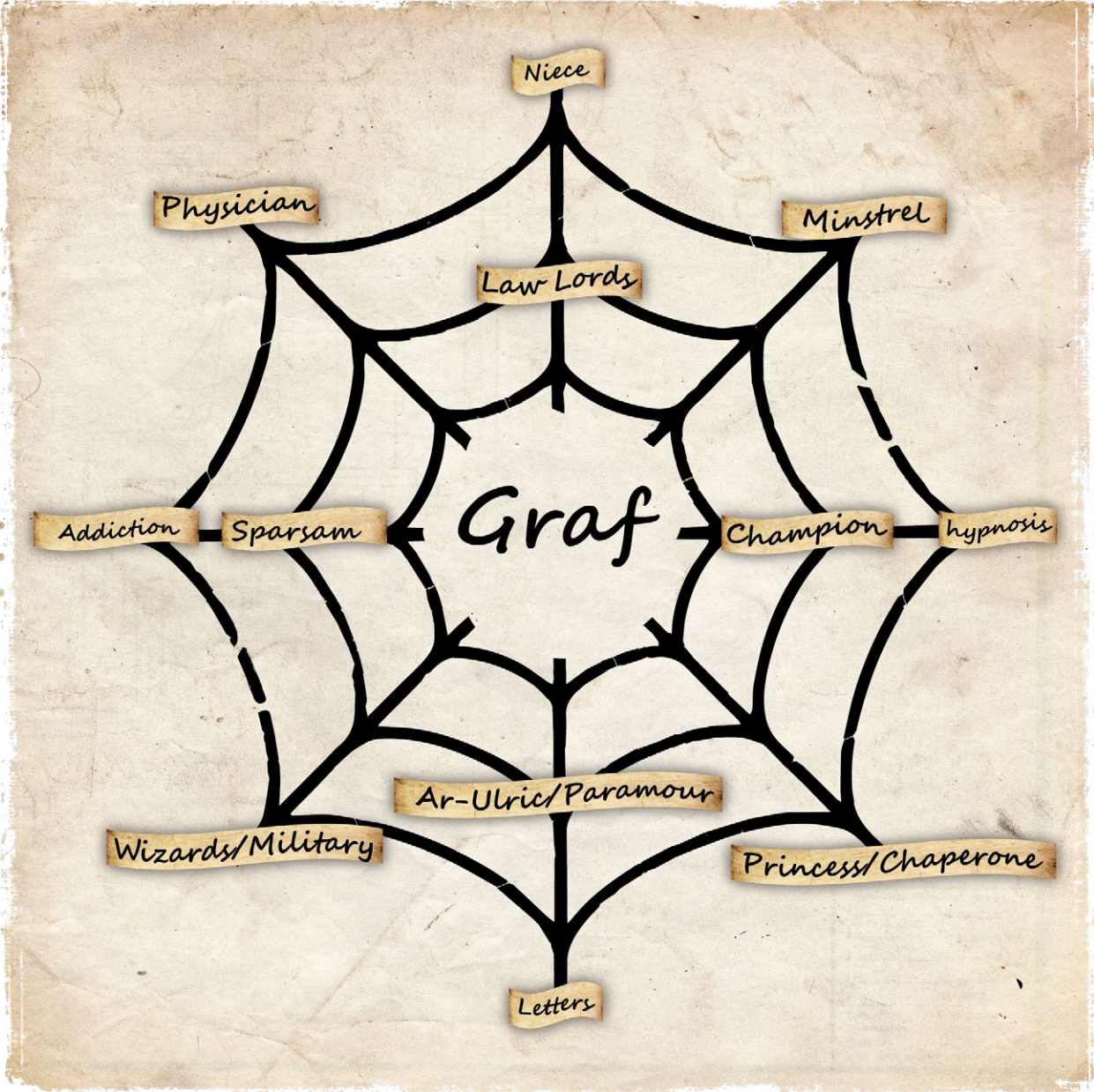
Major NPCs Present

Rallane Lafarel (5–6), Ulric Schutzmann (4–5), Siegfried Prunkvoll (4–5)

Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll, Gotthard Wallenstein, Luigi Pavarotti, Joachim Hoflich, Karl-Heinz Wasmeier

Dieter Schmiedehammer, Rallane Lafarel, Allavandrel Fanmaris, Johann Schwermutt, Maximilian von Genscher, Albrecht Helseher, Janna Eberhauer, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Gotthard Wallenstein, Luigi Pavarotti

HELP!
I AM A PRISNER
OF BEESTMEN



Off Ottwanger Allee
Schwarzmauer Weg
OSTWALD

Copy this note in your own
handwriting and leave it with
Hoflich's body.
Destroy the original afterward.

FOR KARL

My Dear Karl-Heinz,

Thank you for your enquiries as to Margaretha's health. We saw a physician by the park. He was very expensive. Still I prefer to pay the cost as I can afford it and do not have to trouble the hospicë. Anyway, he suggested ä lotion of pilewort and rußtworth which proved effective. It does thë heart glad to sëe her running about again, full of lifë, bless her. She loves tö etch and häs doodled thë tesselations you sëe wringing the page.

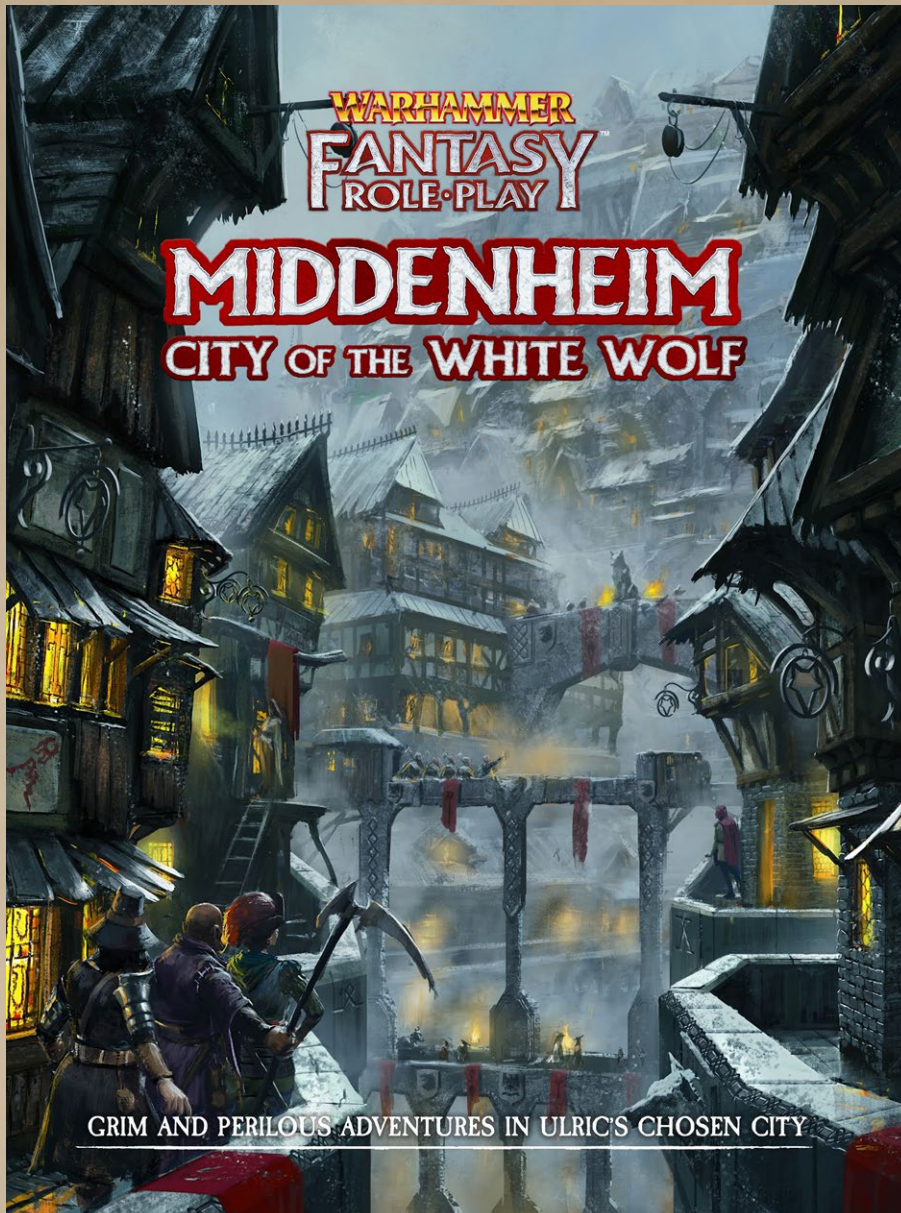
The troublë impaired, Beätrice and I hurried to celebrate by treating ourselves to a night at the theatrë. You know how we love a good play. We töök in ä unsatisfactory production of Immortal Love at Anselmo's. Sigmar's Blood what ä careless effort! The fools had cut thë act threë rashly and given it a jocünd ending. Embarrassing shoddy mix of arrogance and näivety. Barë äll they had to do was stick to the truë work in essënce.

I am sorry we couldn't make it to thë entertainments this year. It would have been lovely to meet you. Now that Margaretha is mended I fully intend tö keep time free for Middenheim's carnival next year.

Your best health and happiness,

MM

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